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// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/ApiListingScanningContext.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/paths/OperationPathDecorator.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/ApiListingReader.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/paths/PathSanitizer.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/operation/OperationReader.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/paths/PathMappingAdjuster.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/paths/ParameterDefaultReader.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/paths/DefaultPathProvider.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/DocumentationCache.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/Json.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/scanners/ApiListingScanningContext.java
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jar/springfox/documentation/spring/web/SpringfoxWebConfiguration.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/operation/ResponseMessagesReader.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
jar/springfox/documentation/spring/web/readers/parameter/ParameterDataTypeReader.java
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  jar/springfox/documentation/spring/web/scanners/ApiListingReferenceScanner.java
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  jar/springfox/documentation/spring/web/readers/parameter/ExpandedParameterBuilder.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-
  jar/springfox/documentation/spring/web/readers/operation/OperationParameterReader.java
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  jar/springfox/documentation/spring/web/scanners/ApiModelReader.java
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* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/plugins/ResourceGroups.java
* /opt/ws_local/PERMITS_SQL/1082517923_1597960332.64/0/springfox-spring-web-3-0-0-sources-jar/springfox/documentation/spring/web/readers/parameter/ExpansionContext.java

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1.10 go-jmespath 0.4.0

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1.11 ribbon-core 2.4.4

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* /opt/cola/permits/1284951173_1646865592.14/0/ribbon-core-2-4-4-sources-jar/com/netflix/client/config/IClientConfigKey.java
* /opt/cola/permits/1284951173_1646865592.14/0/ribbon-core-2-4-4-sources-jar/com/netflix/client/ClientException.java
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* /opt/cola/permits/1284951173_1646865592.14/0/ribbon-core-2-4-4-sources-jar/com/netflix/client/ssl/URLSslContextFactory.java
* /opt/cola/permits/1284951173_1646865592.14/0/ribbon-core-2-4-4-sources-jar/com/netflix/client/ssl/AbstractSslContextFactory.java

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* /opt/cola/permits/1284951173_1646865592.14/0/ribbon-core-2.4.4-sources-
  jar/com/netflix/client/DefaultLoadBalancerRetryHandler.java

1.12 okhttp 3.8.1

1.13 libxdamage 1.1.4 4.1.el7
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1.14 apache-log4j 2.17.1

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1.18 boost 1.66.0-5.el7
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This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research
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.

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

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood. Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dosser@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@miiname.mitia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(ace@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't
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The header `<boost/mp11mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

1.19 bc 1.06.95 13.el7

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Manifest-Version: 1.0
Bnd-LastModified: 1603865433016
Build-Jdk-Spec: 11
Bundle-Category: Utilities
Bundle-Description: A embedded process starter ...
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Bundle-ManifestVersion: 2
Bundle-Name: Flapdoodle Embedded Process Util
Bundle-SymbolicName: de.flapdoodle.embed.process
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/AbstractAdvertiseRefsHook.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/PackedObjectInfo.java

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/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/PushConfig.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/notes/NonNoteEntry.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/hooks/Hooks.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/hooks/PostCommitHook.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/hooks/PreCommitHook.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/errors/LockFailedException.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/SubmoduleInitCommand.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/submodule/SubmoduleWalk.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/BlameCommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/SubmoduleAddCommand.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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A special exception thrown when @link AutoLFInputStream is told to
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@since 3.3

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  jar/org/eclipse/jgit/errors/UnsupportedPackVersionException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/errors/NoPackSignatureException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/TcpTransport.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/internal/storage/file/GcLog.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/treewalk/CanonicalTreeParser.java

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/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4.11.0-201803080745-r-sources.jar/org/eclipse/jgit/errors/CommandFailedException.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/NameRevCommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/internal/storage/file/PackBitmapIndexRemapper.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/internal/storage/file/PackIndexV1.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/TransportBundleFile.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/WildCardHead.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/CharacterHead.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/RestrictedWildCardHead.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/Head.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/FileNameMatcher.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/fnmatch/LastHead.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources Jar/jar/entry/jgit/transport/PostUploadHook.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources Jar/jar/entry/jgit/transport/PostUploadHookChain.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/PacketLineIn.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/git/dircache/DirCacheEditor.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/git/treewalk/TreeWalk.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/util/TemporaryBuffer.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/dircache/DirCacheTree.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/git/dircache/DirCacheIterator.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/internal/storage/file/WindowCache.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/FetchProcess.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/transport/WalkFetchConnection.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/internal/storage/file/PackIndexWriterV1.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/revwalk/DelayRevQueue.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/revwalk/PendingGenerator.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/revwalk/CachedAuthenticator.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/util/RawSubstringPattern.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/revwalk/BoundaryGenerator.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
jar/org/eclipse/jgit/errors/StopWalkException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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  jar/org/eclipse/jgit/util/io/TimeoutOutputStream.java
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  jar/org/eclipse/jgit/api/errors/GitAPIException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/errors/NoHeadException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/errors/ConcurrentRefUpdateException.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
  jar/org/eclipse/jgit/api/gitcommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/api/SubmoduleDeinitResult.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/treewalk/AbstractTreeIterator.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/attributes/FilterCommandFactory.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/revwalk/filter/NotRevFilter.java
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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/util/FileUtil.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/ dircache/BaseDirCacheEditor.java
/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/ treewalk/filter/PathFilter.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/util/io/SafeBufferedOutputStream.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/DeleteTagCommand.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/revwalk/filter/SkipRevFilter.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/revwalk/filter/MaxCountRevFilter.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/merge/StrategyOneSided.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/transport/TrackingRefUpdate.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources.jar/org/eclipse/jgit/lib/Ref.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/lib/DefaultTypedConfigGetter.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/events/WorkingTreeModifiedListener.java
* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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*/opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-
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/**
 * Fetch objects we don't have but that are reachable from advertised refs.
 * <p>
 * Only one call per connection is allowed. Subsequent calls will result in
 * <p>[@link org.eclipse.jgit.errors.TransportException].
 * </p>
 * <p>
 * Implementations are free to use network connections as necessary to
 * efficiently (for both client and server) transfer objects from the remote
 * repository into this repository. When possible implementations should
 * avoid replacing/overwriting/duplicating an object already available in
 * the local destination repository. Locally available objects and packs
 * should always be preferred over remotely available objects and packs.
 * <p>[@link org.eclipse.jgit.transport.Transport#isFetchThin()] should be
 * honored if applicable.
 * </p>
 * @param monitor
 *            progress monitor to inform the end-user about the amount of
 *            work completed, or to indicate cancellation. Implementations
 *            should poll the monitor at regular intervals to look for
 *            cancellation requests from the user.
 * @param want
 *            one or more refs advertised by this connection that the caller
 *            wants to store locally.
 * @param have
 *            additional objects known to exist in the destination
 *            repository, especially if they aren't yet reachable by the ref
 *            database. Connections should take this set as an addition to
 *            what is reachable through all Refs, not in replace of it.
 * @throws org.eclipse.jgit.errors.TransportException
 *            objects could not be copied due to a network failure,
 *            protocol error, or error on remote side, or connection was
 *            already used for fetch.
 */

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/**
 * {@inheritDoc}
 * <p>
 * Free resources associated with this instance.
 * <p>
 * If the repository was opened by a static factory method in this class,
 * then this method calls {@link Repository#close()} on the underlying
 * repository instance. (Whether this actually releases underlying
 * resources, such as file handles, may vary; see {@link Repository} for
 * more details.)
 * <p>
 * If the repository was created by a caller and passed into
 * [{@link #Git(Repository)} or a static factory method in this class, then
 * this method does not call close on the underlying repository.
 * <p>
 * In all cases, after calling this method you should not use this
 * [{@link Git} instance anymore.
 * <p>
 * @since 3.2
 */

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/errors/FilterFailedException.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/errors/TransportException.java

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* /opt/ws_local/PERMITS_SQL/1071987997_1594968008.5/0/org-eclipse-jgit-4-11-0-201803080745-r-sources-jar/org/eclipse/jgit/api/PullResult.java

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  jar/org/eclipse/jgit/transport/TransportLocal.java

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  jar/org/eclipse/jgit/api/errors/InvalidRebaseStepException.java
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1.35 elasticsearch-dsl 6.4.0

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1.36 redhat-rpm-config 9.1.0-88.el7.centos

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1.37 fsnotify 1.4.7

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1.38 go-getter 1.4.0

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MD5 (content.txt) = 074729f0ccb41a391fb646c38f86ea53
MD5 (content.txt) = 074729f0ceb41a391fb646c38f86ea54
MD5 (content.txt) = bad

1.39 mongodb-driver-reactivestreams 4.3.2

1.39.1 Available under license :

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Found in path(s):
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/ClientSession.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/ChangeStreamPublisher.java

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* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/gridfs/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/gridfs/GridFSBucketImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/gridfs/GridFSPublisherCreator.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSDownloadPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSFindPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSUploadPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSFindPublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSUploadPublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSFindPublisher.java
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* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSBuckets.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/gridfs/GridFSDownloadPublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/KeyRetriever.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoCollectionImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/OperationExecutorImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/CryptBinding.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/ListIndexesPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/ListCollectionsPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/MongoClients.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/CryptBinding.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/ListCollectionsPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/MongoClientImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/internal/crypt/Crypt.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-jar/com/mongodb/reactivestreams/client/intternal/crypt关键时刻的Java
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* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/MapReducePublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/AggregatePublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/vault/ClientEncryption.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/gridsfs/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/MapReducePublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/gridfs/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/AggregatePublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/ListCollectionsPublisher.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/Crypt/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/Vault/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/internal/ClientEncryptionImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/ChangeStreamPublisherImpl.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/Internal/package-info.java
* /opt/cola/permits/1284951330_1646865577.31/0/mongodb-driver-reactivestreams-4-3-2-sources-
  jar/com/mongodb/reactivestreams/client/FindPublisherImpl.java
1.40 re2j 1.1

1.41 accessors-smart 1.2

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*
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/BeansAccess.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/DynamicClassLoader.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/Accessor.java
* /opt/cola/permits/1177937262_1625568439.63/0/accessors-smart-1-2-sources-5-jar/net/minidev/asm/ASMUtil.java

1.42 libsemanage 2.5-14.el7_9.0atomix1

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1.43 tar 1.32-1.el7_9.0atomix1

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# Contributions to the urllib3 project

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In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections
* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire
* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration
* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to `ca_cert` file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.
* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jesse Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don’t retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.
* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jesse Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

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PERFORMANCE OF THIS SOFTWARE.
GIMP Palette
Name: custompalette
Columns: 4
#
0 0 0 Index 3
65 38 30 Index 4
103 62 49 Index 6
79 73 72 Index 7
114 101 97 Index 8
208 127 100 Index 9
151 144 142 Index 10
221 207 199 Index 11
NotoNastaliqUrdu-Regular.ttf and NotoSansSymbols-Regular.ttf, from https://github.com/googlei18n/noto-fonts
AdobeVFPrototype.ttf, from https://github.com/adobe-fonts/adobe-variable-font-prototype
TINY5x3GX.ttf, from http://velvetyne.fr/fonts/tiny
ArefRuqaa-Regular.ttf, from https://github.com/google/fonts/tree/master/ofl/arefruqaa
ter-x20b.pcf, from http://terminus-font.sourceforge.net/
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10x20-ISO8859-1.pcf, from https://packages.ubuntu.com/xenial/xfonts-base
"Public domain font. Share and enjoy."
GIMP Palette
Name: badpalettefile
Columns: 4
#
0 0 0 Index 3
012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789012
34567890123456789
103 62 49 Index 6
79 73 72 Index 7
114 101 97 Index 8
208 127 100 Index 9
151 144 142 Index 10
221 207 199 Index 11
GIMP Palette
Name: Test

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 679


GIMP Palette
Name: badpaletteentry
Columns: 4
#
0 0 0   Index 3
65 38
103 62 49   Index 6
79 73 72   Index 7
114 101 97   Index 8
208 127 100   Index 9
151 144 142   Index 10
221 207 199   Index 11

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* @author Ross Lawley  
* @author Ralph Schaer  
* @author Christoph Strobl  
* @since 2.2

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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
jar/org/springframework/data/mongodb/core/index/GeoSpatialIndexType.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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/**
 * Formatted and modified.
 *
 * @author Jeff Yemin
 * @author Ross Lawley
 * @since 2.2
 */

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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-jar/org/springframework/data/mongodb/repository/config/MongoRepositoriesRegistrar.java
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-jar/org/springframework/data/mongodb/core/index/IndexField.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-jar/org/springframework/data/mongodb/repository/query/ValidatingMongoEventListener.java
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-jar/org/springframework/data/mongodb/repository/config/EnableMongoRepositories.java

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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources-
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* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/core/aggregation/StringOperators.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/core/aggregation/BooleanOperators.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/core/aggregation/GraphLookupOperation.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/core/ReactiveMongoClientSettingsFactoryBean.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/repository/config/EnableReactiveMongoRepositories.java
* /opt/cola/permits/1284951962_1646865570.45/0/spring-data-mongodb-3-2-3-sources.jar/org/springframework/data/mongodb/repository/config/ReactiveMongoRepositoriesRegistrar.java
Serializes the given Querydsl query to a Document query for MongoDB.


Modified to use `[@link Document]` instead of `[@link com.mongodb.DBOid]`, updated nullable types and code format. Use Bson specific types and add `[@link QuerydslMongoOps#NO_MATCH]`.

`@author laimw`
`@author Mark Paluch`
`@author Christoph Strobl`
`@author Mikhail Kaduchka`
`@author Enrique Leon Molina`
`@since 2.1`
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*/
/**
* @author Jeff Yemin
* @author Ross Lawley
* @author Trisha Gee
* @author Robert Guo
* @author Florian Buecklers
* @author Brendon Puntin
* @author Christoph Strobl
* @since 2.2
*/

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*/
/**
* [@code QuerydslAbstractMongodbQuery] provides a base class for general Querydsl query implementation.
* <p>
* Original implementation source [@link com.querydsl.mongodb.AbstractMongoDbQuery] by [@literal The Querydsl Team]
* 2.0.
* </p>
* Modified for usage with [@link MongoDbDocumentSerializer].
* *
* @param <Q> concrete subtype
* @author laimw
* @author Mark Paluch
* @author Christoph Strobl
* @since 2.1
*/

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* @author Jeff Yemin
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* Formatted and modified to allow reading Spring Data specific placeholder values.
*
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* @author Trisha Gee
* @author Robert Guo
* @author Ross Lawley
* @author Christoph Strobl
* @since 2.2
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 *
 * Original implementation source {@link com.querydsl.mongodb.JoinBuilder} by {@literal The Querydsl Team}
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 *</p>
 * Modified for usage with {@link QuerydslAbstractMongodbQuery}.
 *
 * @param <Q>
 * @param <T>
 * @author tiwe
 * @author Mark Paluch
 * @author Christoph Strobl
 * @since 2.1
 */

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 * 
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 * 
 * Modified for usage with {@link QuerydslAbstractMongodbQuery}.
 *
 * @param <Q> query type
 * @author tiwe
 * @author Mark Paluch
 * @author Christoph Strobl
 * @since 2.1
 */

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# Jackson JSON processor

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

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1.60 json-schema-validator 2.2.8

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1.64 sqlite 3.32.3-1.el7_9.0atomix1

1.64.1 Available under license:

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/*
** CAPI3REF: Configuration Options
** KEYWORDS: [configuration option]
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]]<dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dl>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
** all muting and puts SQLite into a mode where it can only be used
** by a single thread. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]]<dt>SQLITE_CONFIG_MULTITHREAD</dt>
**<dd>There are no arguments to this option.  This option sets the threading mode to Multi-thread.  In other words, it disables mutexing on [database connection] and [prepared statement] objects.  The application is responsible for serializing access to [database connections] and [prepared statements].  But other mutexes are enabled so that SQLite will be safe to use in a multi-threaded environment as long as no two threads attempt to use the same [database connection] at the same time.  If SQLite is compiled with the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then it is not possible to set the Multi-thread [threading mode] and [sqlite3_config()] will return [SQLITE_ERROR] if called with the **SQLITE_CONFIG_MULTITHREAD configuration option.</dd>

** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>  
**  
**<dd>There are no arguments to this option.  This option sets the threading mode to Serialized. In other words, this option enables all mutexes including the recursive mutexes on [database connection] and [prepared statement] objects.  In this mode (which is the default when SQLite is compiled with [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access to [database connections] and [prepared statements] so that the application is free to use the same [database connection] or the same [prepared statement] in different threads at the same time.  If SQLite is compiled with the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then it is not possible to set the Serialized [threading mode] and [sqlite3_config()] will return [SQLITE_ERROR] if called with the **SQLITE_CONFIG_SERIALIZED configuration option.</dd>

** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>  
**  
**<dd>(The SQLITE_CONFIG_MALLOC option takes a single argument which is a pointer to an instance of the [sqlite3_mem_methods] structure.  The argument specifies alternative low-level memory allocation routines to be used in place of the memory allocation routines built into SQLite.)^ ^SQLite makes its own private copy of the content of the [sqlite3_mem_methods] structure before the [sqlite3_config()] call returns.</dd>

** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>  
**  
**<dd>(The SQLITE_CONFIG_GETMALLOC option takes a single argument which is a pointer to an instance of the [sqlite3_mem_methods] structure.  The [sqlite3_mem_methods] structure is filled with the currently defined memory allocation routines.)^  
** This option can be used to overload the default memory allocation routines with a wrapper that simulates memory allocation failure or tracks memory usage, for example.  </dd>

** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>  
**
**^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of type int, interpreted as a boolean, which if true provides a hint to SQLite that it should avoid large memory allocations if possible. SQLite will run faster if it is free to make large memory allocations, but some application might prefer to run slower in exchange for guarantees about memory fragmentation that are possible if large allocations are avoided. This hint is normally off.**

**^[[SQLITE_CONFIG_MEMSTATUS]]** <dt>SQLITE_CONFIG_MEMSTATUS</dt>
**^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int, interpreted as a boolean, which enables or disables the collection of memory allocation statistics. ^When memory allocation statistics are disabled, the following SQLite interfaces become non-operational: **

**^<ul>
**^<li> [sqlite3_hard_heap_limit64()]
**^<li> [sqlite3_memory_used()]
**^<li> [sqlite3_memory_highwater()]
**^<li> [sqlite3_soft_heap_limit64()]
**^<li> [sqlite3_status64()]
**^</ul>^**

^Memory allocation statistics are enabled by default unless SQLite is compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory allocation statistics are disabled by default.**

**^[[SQLITE_CONFIG_SCRATCH]]** <dt>SQLITE_CONFIG_SCRATCH</dt>
The SQLITE_CONFIG_SCRATCH option is no longer used.

**^[[SQLITE_CONFIG_PAGECACHE]]** <dt>SQLITE_CONFIG_PAGECACHE</dt>
**^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool that SQLite can use for the database page cache with the default page cache implementation. This configuration option is a no-op if an application-defined page cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2]. ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to 8-byte aligned memory (pMem), the size of each cache line (sz), and the number of cache lines (N). ^The sz argument should be the size of the largest database page (a power of two between 512 and 65536) plus some extra bytes for each page header. ^The number of extra bytes needed by the page header can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ]. ^It is harmless, apart from the wasted memory, for the sz parameter to be larger than necessary. The pMem argument must be either a NULL pointer or a pointer to an 8-byte aligned block of memory of at least sz*N bytes, otherwise subsequent behavior is undefined.
**When pMem is not NULL, SQLite will strive to use the memory provided**
**to satisfy page cache needs, falling back to [sqlite3_malloc]() if**
**a page cache line is larger than sz bytes or if all of the pMem buffer**
**is exhausted.**

**If pMem is NULL and N is non-zero, then each database connection**
**does an initial bulk allocation for page cache memory**
**from [sqlite3_malloc()] sufficient for N cache lines if N is positive or**
**of -124*N bytes if N is negative. ^If additional**
**page cache memory is needed beyond what is provided by the initial**
**allocation, then SQLite goes to [sqlite3_malloc()] separately for each**
**additional cache line. </dd>

**[[SQLITE_CONFIG_HEAP]]<dt>SQLITE_CONFIG_HEAP</dt>
**<dd>^The SQLITE_CONFIG_HEAP option specifies a static memory buffer**
**that SQLite will use for all of its dynamic memory allocation needs**
**beyond those provided for by [SQLITE_CONFIG_PAGECACHE].**
**The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled**
**with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns**
**[SQLITE_ERROR] if invoked otherwise.**
**There are three arguments to SQLITE_CONFIG_HEAP:**
**An 8-byte aligned pointer to the memory,**
**the number of bytes in the memory buffer, and the minimum allocation size.**
**If the first pointer (the memory pointer) is NULL, then SQLite reverts**
**to using its default memory allocator (the system malloc() implementation),**
**undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the**
**memory pointer is not NULL then the alternative memory**
**allocator is engaged to handle all of SQLites memory allocation needs.**
**The first pointer (the memory pointer) must be aligned to an 8-byte**
**boundary or subsequent behavior of SQLite will be undefined.**
**The minimum allocation size is capped at 2**12. Reasonable values**
**for the minimum allocation size are 2**5 through 2**8. </dd>

**[[SQLITE_CONFIG_MUTEX]]<dt>SQLITE_CONFIG_MUTEX</dt>
**<dd>^The SQLITE_CONFIG_MUTEX option takes a single argument which is a**
**pointer to an instance of the [sqlite3_mutex_methods] structure.**
**The argument specifies alternative low-level mutex routines to be used**
**in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of**
**the content of the [sqlite3_mutex_methods] structure before the call to**
**[sqlite3_config()] returns. ^If SQLite is compiled with**
**the [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then**
**the entire mutexing subsystem is omitted from the build and hence calls to**
**[sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will**
**return [SQLITE_ERROR]. </dd>

**[[SQLITE_CONFIG_GETMUTEX]]<dt>SQLITE_CONFIG_GETMUTEX</dt>
**<dd>^The SQLITE_CONFIG_GETMUTEX option takes a single argument which**
**is a pointer to an instance of the [sqlite3_mutex_methods] structure. The**
**[sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines. ^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^ If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^ (The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^</dd>
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^ (The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)^</dd>
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^ (The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^</dd>
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^ The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^ If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^ If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^ The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^ The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^ The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>(The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]][[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd>These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** 
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** 
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** 
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** 
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** 
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
**[Statement journals] are held in memory until their size (in bytes) exceeds this threshold, at which point they are written to disk. Or if the threshold is -1, statement journals are always held exclusively in memory. Since many statement journals never become large, setting the spill threshold to a value such as 64KiB can greatly reduce the amount of I/O required to support statement rollback. The default value for this setting is controlled by the [SQLITE_STMTJRNL_SPILL] compile-time option.**

** [[SQLITE_CONFIG_SORTERREF_SIZE]] **<dt>SQLITE_CONFIG.SorterRefSize<dt><dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter of type (int) - the new value of the sorter-reference size threshold. Usually, when SQLite uses an external sort to order records according to an ORDER BY clause, all fields required by the caller are present in the sorted records. However, if SQLite determines based on the declared type of a table column that its values are likely to be very large - larger than the configured sorter-reference size threshold - then a reference is stored in each sorted record and the required column values loaded from the database as records are returned in sorted order. The default value for this option is to never use this optimization. Specifying a negative value for this option restores the default behaviour. This option is only available if SQLite is compiled with the [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.**

** [[SQLITE_CONFIG_MEMDB_MAXSIZE]] **<dt>SQLITE_CONFIG_MEMDB_MAXSIZE<dt><dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter [sqlite3_int64] parameter which is the default maximum size for an in-memory database created using [sqlite3_deserialize()]. This default maximum size can be adjusted up or down for individual databases using the [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control|file-control]. If this configuration setting is never used, then the default maximum is determined by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that compile-time option is not set, then the default maximum is 1073741824.**

*/
*/
** The "printf" code that follows dates from the 1980's. It is in the public domain.**

**************************************************************************
** This file contains code for a set of "printf"-like routines. These routines format strings much like the printf() from the standard C library, though the implementation here has enhancements to support SQLite.
** 2004 May 22
**
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
**  May you do good and not evil.
**  May you find forgiveness for yourself and forgive others.
**  May you share freely, never taking more than you give.
**
******************************************************************************
**
** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
**  *  General-purpose declarations and utility functions.
**  *  Unique file ID logic used by VxWorks.
**  *  Various locking primitive implementations (all except proxy locking):
**      + for Posix Advisory Locks
**      + for no-op locks
**      + for dot-file locks
**      + for flock() locking
**      + for named semaphore locks (VxWorks only)
**      + for AFP filesystem locks (MacOSX only)
**  *  sqlite3_file methods not associated with locking.
**  *  Definitions of sqlite3_io_methods objects for all locking
**      methods plus "finder" functions for each locking method.
**  *  sqlite3_vfs method implementations.
**  *  Locking primitives for the proxy uber-locking-method. (MacOSX only)
**  *  Definitions of sqlite3_vfs objects for all locking methods
**      plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

Found in path(s):
* /opt/cola/permits/1272930017_1645065658.84/0/sqlite-amalgamation-3320300-zip/sqlite-amalgamation-
  3320300/sqlite3.c

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/ *
** CAPI3REF: Configuration Options
** KEYWORDS: [configuration option]
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option. </dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Multi-thread. In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
**
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZE]] <dt>SQLITE_CONFIG_SERIALIZE</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADSAFE] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZE configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GET_MALLOC]] <dt>SQLITE_CONFIG_GET_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GET_MALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^ 
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulates memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int, interpreted as a boolean, which enables or disables the collection of memory allocation statistics. When memory allocation statistics are disabled, the following SQLite interfaces become non-operational:

- `sqlite3_hard_heap_limit64()`
- `sqlite3_memory_used()`
- `sqlite3_memory_highwater()`
- `sqlite3_soft_heap_limit64()`
- `sqlite3_status64()`

Memory allocation statistics are enabled by default unless SQLite is compiled with `SQLITE_DEFAULT_MEMSTATUS`=0 in which case memory allocation statistics are disabled by default.

The SQLITE_CONFIG_SCRATCH option is no longer used.

The SQLITE_CONFIG_PAGECACHE option specifies a memory pool that SQLite can use for the database page cache with the default page cache implementation.

This configuration option is a no-op if an application-defined page cache implementation is loaded using the `SQLITE_CONFIG_PCACHE2`. There are three arguments to `SQLITE_CONFIG_PAGECACHE`: A pointer to 8-byte aligned memory (`pMem`), the size of each page cache line (`sz`), and the number of cache lines (`N`). The `sz` argument should be the size of the largest database page (a power of two between 512 and 65536) plus some extra bytes for each page header. The number of extra bytes needed by the page header can be determined using `SQLITE_CONFIG_PCACHE_HDRSZ`. It is harmless, apart from the wasted memory, for the `sz` parameter to be larger than necessary. The `pMem` argument must be either a NULL pointer or a pointer to an 8-byte aligned block of memory of at least `sz*N` bytes, otherwise subsequent behavior is undefined.

When `pMem` is not NULL, SQLite will strive to use the memory provided to satisfy page cache needs, falling back to `sqlite3_malloc()` if a page cache line is larger than `sz` bytes or if all of the `pMem` buffer is exhausted. If `pMem` is NULL and `N` is non-zero, then each database connection does an initial bulk allocation for page cache memory from `sqlite3_malloc()` if `N` is positive or of `-1024*N` bytes if `N` is negative. If additional page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each ** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer ** that SQLite will use for all of its dynamic memory allocation needs ** beyond those provided for by [SQLITE_CONFIG_PAGECACHE]. ** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled ** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns ** [SQLITE_ERROR] if invoked otherwise. ** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory. ** the number of bytes in the memory buffer, and the minimum allocation size. ** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts ** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the ** memory pointer is not NULL then the alternative memory ** allocator is engaged to handle all of SQLite's memory allocation needs. ** The first pointer (the memory pointer) must be aligned to an 8-byte ** boundary or subsequent behavior of SQLite will be undefined. ** The minimum allocation size is capped at 2**12. Reasonable values ** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a ** pointer to an instance of the [sqlite3_mutex_methods] structure. ** The argument specifies alternative low-level mutex routines to be used ** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of ** the content of the [sqlite3_mutex_methods] structure before the call to ** [sqlite3_config()] returns. ^If SQLite is compiled with ** the [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then ** the entire mutexing subsystem is omitted from the build and hence calls to ** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will ** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which ** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The ** [sqlite3_mutex_methods] ** structure is filled with the currently defined mutex routines.)^ ** This option can be used to overload the default mutex allocation ** routines with a wrapper used to track mutex usage for performance ** profiling or testing, for example. ^If SQLite is compiled with ** the [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then ** the entire mutexing subsystem is omitted from the build and hence calls to ** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will ** return [SQLITE_ERROR].</dd>
**
** [SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd>^The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^SQLITE_CONFIG_LOOKASIDE
** sets the size lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd>^The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)^ ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd>^The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd>^The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** ^^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the SQLITE_OPEN_URI flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** SQLITE_USE_URI symbol defined.)^

**

** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]]

** <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the SQLITE_ALLOW_COVERING_INDEX_SCAN compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**

** [[SQLITE_CONFIG_PCACHE]]

** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd>These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
**

** [[SQLITE_CONFIG_SQLLOG]]

** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** SQLITE_ENABLE_SQLLOG pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**

** [[SQLITE_CONFIG_MMAP_SIZE]]

** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
**^The default setting can be overridden by each database connection using**
**either the [PRAGMA mmap_size] command, or by using the**
**[SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size**
**will be silently truncated if necessary so that it does not exceed the**
**compile-time maximum mmap size set by the**
**[SQLITE_MAX_MMAP_SIZE] compile-time option.)^**
**^If either argument to this option is negative, then that argument is**
**changed to its compile-time default.**
**
**[[SQLITE_CONFIG_WIN32_HEAPSIZE]]
**<dt>SQLITE_CONFIG_WIN32_HEAPSIZE
**<dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
**compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
**defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
**that specifies the maximum size of the created heap.
**
**[[SQLITE_CONFIG_PCACHE_HDRSZ]]
**<dt>SQLITE_CONFIG_PCACHE_HDRSZ
**<dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
**is a pointer to an integer and writes into that integer the number of extra
**bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
**The amount of extra space required can change depending on the compiler,
**target platform, and SQLite version.
**
**[[SQLITE_CONFIG_PMASZ]]
**<dt>SQLITE_CONFIG_PMASZ
**<dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
**is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
**sorter to that integer. The default minimum PMA Size is set by the
**[SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
**to help with sort operations when multithreaded sorting
**is enabled (using the [PRAGMA threads] command) and the amount of content
**to be sorted exceeds the page size times the minimum of the
**[PRAGMA cache_size] setting and this value.
**
**[[SQLITE_CONFIG_STMTJRNL_SPILL]]
**<dt>SQLITE_CONFIG_STMTJRNL_SPILL
**<dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
**becomes the [statement journal] spill-to-disk threshold.
**[Statement journals] are held in memory until their size (in bytes)
**exceeds this threshold, at which point they are written to disk.
**Or if the threshold is -1, statement journals are always held
**exclusively in memory.
**Since many statement journals never become large, setting the spill
**threshold to a value such as 64KiB can greatly reduce the amount of
**I/O required to support statement rollback.
**The default value for this setting is controlled by the
**[SQLITE_STMTJRNL_SPILL] compile-time option.
** ** [SQLITE_CONFIG_SORTERREF_SIZE]
** ** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** ** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** ** of type (int) - the new value of the sorter-reference size threshold.
** ** Usually, when SQLite uses an external sort to order records according
** ** to an ORDER BY clause, all fields required by the caller are present in the
** ** sorted records. However, if SQLite determines based on the declared type
** ** of a table column that its values are likely to be very large - larger
** ** than the configured sorter-reference size threshold - then a reference
** ** is stored in each sorted record and the required column values loaded
** ** from the database as records are returned in sorted order. The default
** ** value for this option is to never use this optimization. Specifying a
** ** negative value for this option restores the default behaviour.
** ** This option is only available if SQLite is compiled with the
** ** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
** **
** ** ** [SQLITE_CONFIG_MEMDB_MAXSIZE]
** ** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** ** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** ** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** ** database created using [sqlite3_deserialize()]. This default maximum
** ** size can be adjusted up or down for individual databases using the
** ** [SQLITE_FCNTL_SIZE_LIMIT] [sqlite3_file_control][file-control]. If this
** ** configuration setting is never used, then the default maximum is determined
** ** by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that
** ** compile-time option is not set, then the default maximum is 1073741824.
** ** */

Found in path(s):
* /opt/cola/permits/1272930017_1645065658.84/0/sqlite-amalgamation-3320300-zip/sqlite-amalgamation-3320300/sqlite3.h

1.65 dropwizard-lifecycle 0.9.2
1.65.1 Available under license :
Apache-2.0

1.66 nspr 4.25.0-2.el7_9
1.66.1 Available under license :
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1.67 coreutils 8.31-9.el7_9.0atomix2

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1.69 libiconv 1.16

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Manifest-Version: 1.0
Automatic-Module-Name: io.swagger.v3.core
Bnd-LastModified: 1585747900398
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven
repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
Bundle-SymbolicName: io.swagger.core.v3.swagger-core
Bundle-Version: 2.1.2
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1.76 dejavu-fonts 2.33 6.el7

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mode: development
package: io.swagger

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

Tool: Bnd-4.2.0.201903051501

url: https://github.com/swagger-api/swagger-core/modules/swagger-core

Found in path(s):
* /opt/cola/permits/1109159622_1608181352.11/0/swagger-core-2-1-2-jar/META-INF/MANIFEST.MF
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- `analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java`
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- `analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java`

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1.83 quartz 2.3.2

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- Wichert Akkerman, 2012/02/02

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

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

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

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

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

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

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

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

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

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* Reinout van Rees
* Robert Myers
* Stefan H. Holek
* Tarek Ziad
* Toshio Kuratomi

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This package contains a modified version of ca-bundle.crt:

text

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $
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1.102 go-jose 2.3.1

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1.106 servlet-api 2.4

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* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-
  jar/com/beust/jcommander/validators/PositiveInteger.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-
  jar/com/beust/jcommander/validators/NoValueValidator.java
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  jar/com/beust/jcommander/IParameterValidator.java
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  jar/com/beust/jcommander/IParameterValidator2.java

1.115 parent-join-client 6.5.4

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To do so, attach the following notices to the program. It is safest
to attach them to the start of each source file to most effectively
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when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
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The hypothetical commands `show w' and `show c' should show the appropriate
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<signature of Ty Coon>, 1 April 1989
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1.119 pyxattr 0.5.1 5.el7
1.119.1 Available under license:

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

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

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its purpose remains meaningful.

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Version 3, 29 June 2007

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1.121 jackson-databind 2.11.0

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1.130 swagger-annotations 1.5.14
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import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
* License metadata available within the info section of a Swagger definition, see
* https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
* @since 1.5.0
*/

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
* The name of the license.
* @return the name of the license
*/
    String name();

/**
* An optional URL for the license.
* @return an optional URL for the license.
*/
    String url() default "";
}
1.131 spring-jcl 5.0.8.RELEASE

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1.132 spring-kafka 2.7.0

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* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources.jar/org/springframework/kafka/retrytopic/DefaultDestinationTopicResolver.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources.jar/org/springframework/kafka/support/KafkaUtils.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources.jar/org/springframework/kafka/listener/WakingKafkaConsumerTimingAdjuster.java
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* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/listener/BatchInterceptor.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/listener/RetryListener.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/listener/RecoveryStrategy.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/listener/ListenerContainerRegistry.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/requestreply/RequestReplyMessageFuture.java
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* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/retrytopic/EndpointHandlerMethod.java
* /opt/cola/permits/1178528169_1625678461.05/0/spring-kafka-2-7-0-sources-jar/org/springframework/kafka/requestreply/RequestReplyTypedMessageFuture.java

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1.136 pyzmq 22.3.0

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* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfig.java
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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/resource/ContentVersionStrategy.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/resource/FixedVersionStrategy.java
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/**
* XSLT-driven View that allows for response context to be rendered as the
* result of an XSLT transformation.
* 
* <p>The XSLT Source object is supplied as a parameter in the model and then
* {@link #locateSource detected} during response rendering. Users can either specify
* a specific entry in the model via the {@link #setSourceKey sourceKey} property or
* have Spring locate the Source object. This class also provides basic conversion
* of objects into Source implementations. See {@link #getSourceTypes() here}
* for more details.
* 
* <p>All model parameters are passed to the XSLT Transformer as parameters.
* In addition the user can configure {@link #setOutputProperties output properties}
* to be passed to the Transformer.
* 
* @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

Found in path(s):
* /opt/cola/permits/1110676891_16063558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/view/xslt/XsltView.java

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jar/org/springframework/web/servlet/mvc/HttpRequestHandlerAdapter.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/ViewResolver.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/EditorAwareTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/OptionWriter.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/ValueFormatter.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/CheckboxTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/mvc/AbstractUrlViewController.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/tiles3/AbstractSpringPreparerFactory.java

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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/OptionsTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/UrlBasedViewResolverRegistration.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/support/SessionFlashMapManager.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/GroovyMarkupConfigurerBeanDefinitionParser.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractFeedView.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/PasswordInputTag.java
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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-
  jar/org/springframework/web/servlet/theme/AbstractThemeResolver.java
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* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/view/ViewResolverComposite.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/tags/form/TextareaTag.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerComposite.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/InterceptorsBeanDefinitionParser.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurerAdapter.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/config/MvcNamespaceHandler.java
* /opt/cola/permits/1110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1-jar/org/springframework/web/servlet/taglib/misc/StreamingResponseBody.java

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* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/resource/AbstractVersionStrategy.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/RequestMappingInfoHandlerMapping.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/MatrixVariableMapMethodArgumentResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/config/FreeMarkerConfigurerBeanDefinitionParser.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/HandlerExceptionResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/UrlBasedViewResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/i18n/AcceptHeaderLocaleResolver.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/script/GroovyMarkupConfigurer.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/AbstractJsonpResponseBodyAdvice.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/AbstractPdfStamperView.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/RequestMappingHandlerAdapter.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/ViewMethodReturnValueHandler.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/mvc/condition/ProducesRequestCondition.java
* /opt/cola/permits/110676891_1606843558.9/0/spring-webmvc-5-0-8-release-sources-1.jar/org/springframework/web/servlet/view/script/RenderingContext.java

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 * A contract for inspecting and potentially modifying request data values such
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 *
 * <p>Implementations may use this contract for example as part of a solution
 * to provide data integrity, confidentiality, protection against cross-site
 * request forgery (CSRF), and others or for other tasks such as automatically
 * adding a hidden field to all forms and URLs.
 *
 * <p>View technologies that support this contract can obtain an instance to
 * delegate to via [@link RequestContext#getRequestDataValueProcessor()].
 *
 * @author Rossen Stoyanchev
 * @since 3.1
 */

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  jar/org/springframework/web/servlet/tags/RequestDataValueProcessor.java
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1.149 j2objc-annotations 1.3

1.150 bouncy-castle 140

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       String[] args)
   {
       System.out.println(licenseText);
   }
}

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1.152 protobuf-java 3.7.1
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   * /opt/cola/permits/1001183670_1646171634.78/0/protobuf-java-3-7-1-sources-
     jar/com/google/protobuf/ExtensionRegistryFactory.java
   * /opt/cola/permits/1001183670_1646171634.78/0/protobuf-java-3-7-1-sources-
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Open Source Used in Cisco Nexus Dashboard Insights 6.1.1

* /opt/cola/permits/1001183670_1646171634.78/0/protobuf-java-3-7-1-sources-jar/com/google/protobuf/MapFieldLite.java
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1.153 jctools-core 2.1.1

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* /opt/cola/permits/1257262349_1642793356.2/0/jctools-core-2-1-1-sources-jar/org/jctools/queues/BaseLinkedQueue.java
* /opt/cola/permits/1257262349_1642793356.2/0/jctools-core-2-1-1-sources-jar/jctools/queues/atomic/SpmcAtomicArrayQueue.java
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* /opt/cola/permits/1257262349_1642793356.2/0/jctools-core-2-1-1-sources-jar/org/jctools/unsafe/UnsafeAccess.java
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  <description>Java Concurrency Tools Core Library</description>
  <packaging>bundle</packaging>

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    </dependency>
    <dependency>
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      <version>${guava-testlib.version}</version>
      <scope>test</scope>
    </dependency>
  </dependencies>
</project>
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<java.test.version>1.8</java.test.version>

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

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

Found in path(s):
* /opt/cola/permits/1257262349_1642793356.2/0/jctools-core-2-1-1-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

1.154 futures 3.3.0

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package cloud

import (   "bytes"   "io/ioutil"   "os"   "path/filepath"   "strings"   "testing"
)

var sentinels = []string{   "Copyright",
   "Google",
   "Licensed under the Apache License, Version 2.0 (the "License");
   
func TestLicense(t *testing.T) {

t.Parallel()
skip := map[string]bool{
  // Automatically generated.
  "bigtable/cmd/cbt/cbt/doc.go": true,

  // BSD license, which is compatible, is embedded in the file.
  "cmd/go-cloud-debug-agent/internal/debug/elf/elf.go": true,

  "third_party/pkgsite/print_type.go": true,
  "third_party/pkgsite/synopsis.go": true,
}
err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
  if err != nil {
    return err
  }
  if ext := filepath.Ext(path); ext != ".go" && ext != ".proto" {
    return nil
  }
  if strings.HasSuffix(path, ".pb.go") {
    // .pb.go files are generated from the proto files.
    // .proto files must have license headers.
    return nil
  }
  if skip[path] {
    return nil
  }
  src, err := ioutil.ReadFile(path)
  if err != nil {
    return nil
  }
  src = src[:300] // Ensure all of the sentinel values are at the top of the file.

  // Find license
  for _, sentinel := range sentinels {
    if !bytes.Contains(src, []byte(sentinel)) {
      t.Errorf("%v: license header not present. want %q", path, sentinel)
      return nil
    }
  }
  return nil
})
if err != nil {
  t.Fatal(err)
}
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1.167 go-difflib 1.0.0

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1.168 hamcrest-library 1.3

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# terraform

> Terraform is the pre-processor engine for the [Harp](https://github.com/sintaxi/harp) web server. Terraform does not write or serve files. It processes and provides a layout/partial paradigm.

## Features

- pre-processor
- layouts
- partials
- metadata (via _data.json)
- LRU cache (production mode)

### Supported Pre-Processors

**HTML** – EJS, Jade, Markdown

**CSS** – LESS, Stylus, Sass (SCSS)

**JavaScript** – CoffeeScript

## Install

```
npm install terraform
```

## API

Step 1) require the library

```javascript
var terraform = require('terraform')
```

Step 2) set the root

- publicPath (String): path to public directory
- globals (Object): global variables to be available to every template

```javascript
var planet = terraform.root("path/to/public/dir", { "title": "Bitchin" })
```

Step 3) render a file

```javascript
planet.render('index.jade', { "title": "Override the global title" }, function(error, body){
  console.log(body)
})
```

## Tests

Please run the tests

```
npm install
npm test
```
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### 1.171 setproctitle 1.2.2

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1.179 apr 1.6.5

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Upstream-Contact: Yann Collet <Cyan4973@github.com>
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* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/multipart/support/MissingServletRequestPartException.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/context/support/ServletContextLiveBeansView.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/context/annotation/ApplicationScope.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/context/request/RequestContextHolder.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/context/support/ServletContextResource.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/server/handler/WebHandlerDecorator.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5.0.8-release-sources-1.jar/org/springframework/web/HttpRequestHandler.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/bind/annotation/PostMapping.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/bind/annotation/DeleteMapping.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/context/support/WebApplicationContextUtils.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/server/WebHandler.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/bind/annotation/RequestPart.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/client/HttpStatusCodeException.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/server/MediaTypeNotSupportedStatusException.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/context/request/SessionScope.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-jar/org/springframework/web/context/support/WebApplicationContextUtils.java

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# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types.  File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#
# Internet media types should be registered as described in RFC 4288.
# The registry is at <http://www.iana.org/assignments/media-types/>.
#
# This file was retrieved from
#
# MIME type (lowercased)Extensions
#=================================================================================#
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/fits
# application/font-sfnt
application/font-tdpfrpfr
application/font-woffwoff
# application/framework-attributes+xml
# application/geo+json
application/gml+xml
application/gpx+xml
application/gxf
# application/gzip
# application/h224
# application/held+xml
# application/http
application/hyperstudio
# application/ibe-key-request+xml
# application/ibe-pkg-reply+xml
# application/ibe-pp-data
# application/iges
# application/im-iscomposing+xml
# application/index
# application/index.cmd
# application/index.obj
# application/index.response
# application/index.vnd
application/inkml+xml
# application/iotp
application/ipfix
# application/ipp
# application/isup
# application/its+xml
application/java-archive
application/java-serialized-object
application/java-vm
application/javascript
# application/jose
# application/jose+json
# application/jrd+json
application/json
# application/json-patch+json
# application/json-seq
application/jsonml+xml
# application/jwk+json
# application/jwk-set+json
# application/jwt
# application/kpml-request+xml
# application/kpml-response+xml
# application/ld+json
# application/lgr+xml
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 1446
# application/vnd.ims.imsccv1p1
# application/vnd.ims.imsccv1p2
# application/vnd.ims.imsccv1p3
# application/vnd.ims.lis.v2.result+json
# application/vnd.ims.lti.v2.toolconsumerprofile+json
# application/vnd.ims.lti.v2.toolproxy+json
# application/vnd.ims.lti.v2.toolproxy.id+json
# application/vnd.ims.lti.v2.toolsettings+json
# application/vnd.ims.lti.v2.toolsettings.simple+json
# application/vnd.informedcontrol.sms+xml
# application/vnd.informedcontrol.visionary
# application/vnd.infotech.project
# application/vnd.infotech.project+xml
# application/vnd.innopath.wamp.notification
application/vnd.insors.igm
application/vnd.intercon.formnet+xpw
application/vnd.intercon.lis.v2.result+json
application/vnd.intercon.lis.v2.result+xml
application/vnd.intercon.lis.v2.toolproxy+json
application/vnd.intercon.lis.v2.toolproxy.id+json
application/vnd.intercon.lis.v2.toolsettings+json
application/vnd.intercon.lis.v2.toolsettings.simple+json
# application/vnd.intertrust.digibox
# application/vnd.intertrust.nncp
application/vnd.intu.qbo
application/vnd.intu.qfx
# application/vnd.iptc.g2.catalogitem+xml
# application/vnd.iptc.g2.conceptitem+xml
# application/vnd.iptc.g2.knowledgeitem+xml
# application/vnd.iptc.g2.newsitem+xml
# application/vnd.iptc.g2.newsmessage+xml
# application/vnd.iptc.g2.packageitem+xml
# application/vnd.iptc.g2.planningitem+xml
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application/vnd.irepository.package+xml
application/vnd.is-xpr
application/vnd.isac.fcs
application/vnd.jam
# application/vnd.japannet-directory-service
# application/vnd.japannet-jpnstore-wakeup
# application/vnd.japannet-payment-wakeup
# application/vnd.japannet-registration
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# application/vnd.japannet-setstore-wakeup
# application/vnd.japannet-verification
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application/vnd.jcp.javame.midlet-rms
application/vnd.jisp
application/vnd.joost.joda-archive
# application/vnd.jsk.isdn-ngn
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application/vnd.kde.kchart
application/vnd.kde.kformula
application/vnd.kde.kivio
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application/vnd.kde.kpresenter
application/vnd.kde.kspread
application/vnd.kde.kword
application/vnd.kenameaapp
application/vnd.kidspiration
application/vnd.kinar
application/vnd.koan
application/vnd.kodak-descriptor
application/vnd.las.las+xml
# application/vnd.liberty-request+xml
application/vnd.llamagraphics.life-balance.desktop
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application/vnd.lotus-1-2-3
application/vnd.lotus-approach
application/vnd.lotus-freelance
application/vnd.lotus-notes
application/vnd.lotus-organizer
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# application/vnd.marlin.drm.actiontoken+xml
# application/vnd.marlin.drm.conftoken+xml
# application/vnd.marlin.drm.license+xml
# application/vnd.marlin.drm.mdcf
# application/vnd.mason+json
# application/vnd.maxmind.maxmind-db
application/vnd.mcd
application/vnd.medcalcdata
# application/vnd.minisoft-hp3000-save
# application/vnd.mitsubishi.misty-guard.trustweb
application/vnd.mobius.daf
application/vnd.mobius.dis
application/vnd.mobius.mbk
application/vnd.mobius.mqy
# application/vnd.microsoft.portable-executable
# application/vnd.miele+json
application/vnd.mif
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# video/mp2t
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# video/mp4v-es
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# video/mpeg4-generic
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video/vnd.dece.mobileuvm uvvm
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video/vnd.dece.sdups uvvs
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# video/vnd.nokia.interleaved-multimedia
# video/vnd.nokia.videovoip
# video/vnd.objectvideo
# video/vnd.radgametools.bink
# video/vnd.radgametools.smacker
# video/vnd.sealed.mpeg1
# video/vnd.sealed.mpeg4
# video/vnd.sealed.swf
# video/vnd.sealedmedia.softseal.mov
video/vnd.uvvu.mp4uvu uvvu
video/vnd.vivoviv
# video/vp8
video/webmwebm
video/x-f4v4v
video/x-flifli
video/x-flvflv
video/x-m4vm4v
Found in path(s):
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/http/mime.types
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  jar/org/springframework/http/InvalidMediaTypeException.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/web/context/support/StandardServletEnvironment.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/web/util/ServletContextPropertyUtils.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/web/HttpMediaTypeException.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/web/ServerHttpResponse.java
* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
  jar/org/springframework/remoting/caucho/HessianServiceExporter.java
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* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1-
jar/org/springframework/http/codec/xml/Jaxb2XmlEncoder.java

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 */

/**
 * Return the web session for the current request. Always guaranteed to
 * return an instance either matching to the session id requested by the
 * client, or with a new session id either because the client did not
 * specify one or because the underlying session had expired. Use of this
 * method does not automatically create a session. See {@link WebSession}
 * for more details.
 */

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* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1.jar/org/springframework/web/bind/support/SessionStatus.java
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* /opt/cola/permits/1110675621_1606843703.05/0/spring-web-5-0-8-release-sources-1.jar/org/springframework/http/converter/protobuf/ExtensionRegistryInitializer.java
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  jar/org/springframework/web/util/UriBuilder.java
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  jar/org/springframework/web/accept/ParameterContentNegotiationStrategy.java

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1.189 asm 5.0.4

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*/
/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[]) ]
 * version.
 *
 * @param mv
 *            the <code>MethodVisitor</code> to send the resulting inlined
 *            method code to (use <code>null</code> for none).
 * @param access
 *            the method's access flags (see [ @link Opcodes ]). This
 *            parameter also indicates if the method is synthetic and/or
 *            deprecated.
 * @param name
 *            the method's name.
 * @param desc
 *            the method's descriptor (see [ @link Type ]).
 * @param signature
 *            the method's signature. May be <tt>null</tt>.
 * @param exceptions
 *            the internal names of the method's exception classes (see
 *            [ @link Type#getInternalName() getInternalName ]). May be
 *            <tt>null</tt>.
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

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/**
 * Creates a new{@link GeneratorAdapter}.<i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see{@link Opcodes}).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see{@link Type Type}).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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/**
 * Constructs a new [LocalVariableAnnotationNode]. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * [LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)]
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See [TypeReference].
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 * the first instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
*/

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* /opt/cola/permits/1145063382_1631418106.09/0/asm-5-0-4-sources-8-jar/asm-5.0.4-sources-8.jar/org/objectweb/asm/xml/SAXAdapter.java

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 * Creates a new [AnalyzerAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 */
* { @link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor) }
* version.
*
* @param owner
* the owner's class name.
* @param access
* the method's access flags (see [@link Opcodes]).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see [@link Type Type]).
* @param mv
* the method visitor to which this adapter delegates calls. May be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/web/server/WebFilter.java
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
  jar/org/springframework/remoting/httpinvoker/SimpleHttpInvokerRequestExecutor.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
  jar/org/springframework/web/context/support/ServletRequestHandledEvent.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
  jar/org/springframework/http/ZeroCopyHttpOutputMessage.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/codec/CodecConfigurerFactory.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/client/HttpComponentsClientHttpRequest.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/converter/HttpMessageNotReadableException.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/bind/annotation/PathVariable.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/util/pattern/PathElement.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/accept/ParameterContentNegotiationStrategy.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/converter/GenericHttpMessageConverter.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/context/request/FacesRequestAttributes.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/context/support/ServletContextAttributeExporter.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/server/WebSession.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/multipart/support/MultipartFilter.java
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/context/RequestContextHolder.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/context/WebApplicationContext.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-
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jar/org/springframework/web/multipart/support/DefaultMultipartHttpServletRequest.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/client/HttpClientRequestFactory.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/remoting/httpinvoker/HttpComponentsHttpInvokerRequestExecutor.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/client/ClientHttpRequestInterceptor.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/remoting/jaxws/LocalJaxWsServiceFactory.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/client/BufferingClientHttpRequestFactory.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/context/support/ServletContextResource.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/server/reactive/ContextPathCompositeHandler.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/server/adapter/AbstractReactiveWebInitializer.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/multipart/commons/CommonsFileUploadSupport.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/client/ExtractingResponseErrorHandler.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/codec/ServerSentEvent.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/codec/json/Jackson2SmileDecoder.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/jsf/el/WebApplicationContextFacesELResolver.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/codec/protobuf/ProtobufCodecSupport.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/http/HttpRequest.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/server/adapter/AbstractServletWebInitializer.java
* /opt/cola/permits/116771855_1621845576.78/0/spring-web-5-3-7-sources-
jar/org/springframework/web/multipart/commons/CommonsFileUploadSupport.java

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Found in path(s):
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/web/context/support/XmlWebApplicationContext.java
* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/web/context/support/async/CallableInterceptorChain.java

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* /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/web/context/support/XmlWebApplicationContext.java

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  * /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/http/server/ServerHttpResponse.java
  * /opt/cola/permits/1167717855_1621845576.78/0/spring-web-5-3-7-sources-jar/org/springframework/web/HttpMediaTypeException.java

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# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#
# Internet media types should be registered as described in RFC 4288.
# The registry is at <https://www.iana.org/assignments/media-types/>.
#
# This file was retrieved from
#
# MIME type (lowercased)Extensions
# ==============================================================
# application/1d-interleaved-parityfec
# application/3gdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
# application/alto-endpointprop+json
application/smil+xml
# application/smpetest
# application/soap+fastinfoset
# application/soap+xml
application/sparql-query
application/sparql-results+xml
# application/spirits-event+xml
# application/sql
application/srgs
application/srgs+xml
application/sru+xml
application/ssdl+xml
application/ssml+xml
# application/tamp-apex-update
# application/tamp-apex-update-confirm
# application/tamp-community-update
# application/tamp-community-update-confirm
# application/tamp-error
# application/tamp-sequence-adjust
# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
# application/tamp-update
# application/tamp-update-confirm
application/tei+xml
application/thraud+xml
# application/timestamp-query
# application/timestamp-reply
application/timestamped-data
# application/ttml+xml
# application/tve-trigger
# application/ulpfec
# application/urc-grpsheet+xml
# application/urc-ressheet+xml
# application/urc-targetdesc+xml
# application/urc-uisocketdesc+xml
# application/vcard+json
# application/vcard+xml
# application/vemmi
# application/vividence.scriptfile
# application/vnd.3gpp-prose+xml
# application/vnd.3gpp-prose-pc3ch+xml
# application/vnd.3gpp.access-transfer-events+xml
# application/vnd.3gpp.bsf+xml
# application/vnd.3gpp.mid-call+xml
application/vnd.3gpp.pic-bw-large
application/vnd.3gpp.pic-bw-small
application/vnd.3gpp.pic-bw-var
# application/vnd.dvb.pfr
application/vnd.dvb.servicesvc
# application/vnd.dvb
application/vnd.dynageogeo
# application/vnd.dvr
# application/vnd.easykaraoke.cdgdownload
# application/vnd.ecdis-update
application/vnd.ecowin.chartmag
# application/vnd.ecowin.fileresquest
# application/vnd.ecowin.fileupdate
# application/vnd.ecowin.series
# application/vnd.ecowin.seriesrequest
# application/vnd.ecowin.seriesupdate
# application/vnd.ecowin.accessrequest+xml
application/vnd.enlivennml
# application/vnd.enphase.envoy
# application/vnd.episents.data+xml
application/vnd.epson.esfesf
application/vnd.epson.msfmsf
application/vnd.epson.quickanimeqam
application/vnd.epson.astsit
application/vnd.epson.ssffs
# application/vnd.ericsson.quickcall
application/vnd.eszigno3+xml
# application/vnd.etsi.aoc+xml
# application/vnd.etsi.asic-e+zip
# application/vnd.etsi.asic-s+zip
# application/vnd.etsi.cug+xml
# application/vnd.etsi.iptvcommand+xml
# application/vnd.etsi.iptvdiscovery+xml
# application/vnd.etsi.iptvprofile+xml
# application/vnd.etsi.iptvsad-bc+xml
# application/vnd.etsi.iptvsad-cod+xml
# application/vnd.etsi.iptvsad-npvr+xml
# application/vnd.etsi.iptvservice+xml
# application/vnd.etsi.iptvueprofile+xml
# application/vnd.etsi.mcid+xml
# application/vnd.etsi.mheg5
# application/vnd.etsi.overload-control-policy-dataset+xml
# application/vnd.etsi.pstn+xml
# application/vnd.etsi.sci+xml
# application/vnd.etsi.simservs+xml
# application/vnd.etsi.timestamp-token
# application/vnd.etsi.tsl+xml
# application/vnd.etsi.tsl.der
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# application/vnd.radisys.msml-audit-conn+xml
# application/vnd.radisys.msml-audit-dialog+xml
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# application/vnd.radisys.msml-conf+xml
# application/vnd.radisys.msml-dialog+xml
# application/vnd.radisys.msml-dialog-base+xml
# application/vnd.radisys.msml-dialog-fax-detect+xml
# application/vnd.radisys.msml-dialog-fax-sendrecv+xml
# application/vnd.radisys.msml-dialog-group+xml
# application/vnd.radisys.msml-dialog-speech+xml
# application/vnd.radisys.msml-dialog-transform+xml
# application/vnd.rainstor.data
# application/vnd.rapid
# application/vnd.rar
application/vnd.realvnc.bedbed
application/vnd.recordare.musicxml
application/vnd.recordare.musicxml+xml
# application/vnd.renlearn.rlprint
application/vnd.rig.cryptonotecryptonote
application/vnd.rim.cod
cryptonote
# application/vnd.rn-realmedia
# application/vnd.rn-realmedia-vbr
application/vnd.route66.link66+xml
# application/vnd.rs-274x
# application/vnd.ruckus.download
# application/vnd.s3sms
application/vnd.sailingtracker.track
# application/vnd.sealed.3df
# application/vnd.sealed.csf
# application/vnd.sealed.doc
# application/vnd.sealed.eml
# application/vnd.sealed.mht
# application/vnd.sealed.net
# application/vnd.sealed.ppt
# application/vnd.sealed.tiff
# application/vnd.sealed.xls
# application/vnd.sealedmedia.softseal.html
# application/vnd.sealedmedia.softseal.pdf
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application/vnd.sema
application/vnd.semd
application/vnd.semf
# application/vnd.shana.informed.formdata
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application/x-ace-compressed
# application/x-amf
application/x-apple-diskimage
application/x-authorware-bin
application/x-authorware-map
application/x-authorware-segaas
application/x-bcpio
application/x-bittorrent
application/x-blorb
application/x-bzip
application/x-bzip2
application/x-cbr
application/x-cdlink
application/x-cfs-compressed
catalog
application/x-conference
catalog
application/x-cpio
application/x-csh
deb
deb
application/x-dgc-compressed
dir
dcr
dx
application/x-doom
application/x-dtbncx+xml
dtb
application/x-dtbresource+xml
application/x-dvi
dvi
evy
eva
eva
application/x-font-bdf
# application/x-font-dos
type1
application/x-font-ghostscript
gsf
# application/x-font-libgrx
application/x-font-linux-psf
application/x-font-otf
application/x-font-pcf
application/x-font-snf
# application/x-font-speedo
# application/x-font-sunos-news
application/x-font-type1
application/x-freearc
application/x-futuresplash
application/x-gca-compressed
application/x-gluux
application/x-gnumeric
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application/x-java-jnlp-file
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application/x-lzh-compressed
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application/x-mobipocket-ebook
application/x-ms-application
application/x-ms-shortcut
application/x-ms-wmd
application/x-ms-win
application/x-xbap
application/x-msaccess
application/x-msbinder
application/x-mscardfile
application/x-msclip
application/x-msdownload
application/x-msmediaview
application/x-msmetafile
application/x-msschedule
application/x-msterminal
application/x-mswrite
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application/x-nzb
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application/x-pkcs7-certificates
application/x-pkcs7-certreqresp
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application/x-sv4crc
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application/x-gluux
application/x-gnumeric
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application/x-msbinder
application/x-mscardfile
application/x-msclip
application/x-msdownload
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application/x-msschedule
application/x-msterminal
application/x-mswrite
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application/x-pkcs7-certreqresp
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application/x-stuffitx
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application/x-sv4crc
application/x-t3vm-image
# audio/ac3  
audio/adpcm  
# audio/amr  
# audio/amr-wb  
# audio/amr-wb+  
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# audio/asc  
# audio/atrac-advanced-lossless  
# audio/atrac-x  
# audio/atrac3  
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# audio/bv32  
# audio/clearmode  
# audio/cn  
# audio/dat12  
# audio/dls  
# audio/dsr-es201108  
# audio/dsr-es202050  
# audio/dsr-es202211  
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# audio/dv  
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# audio/encaprtp  
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org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration

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1.193 test 3.1.1

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

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

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

Ian Dall updated the support code for the National Semiconductor 32000 series, and added support for Mach 3 and NetBSD running on the PC532.
Klaus Kaempf ported the assembler and the binutils to openVMS/Alpha.

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

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

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

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

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License
Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.
If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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

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

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

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

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work
The Library and any executables that use it. When you distribute such a combined library, you must give the users of the combined library the option of thus separating the work from all other modules of the application.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on
the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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

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

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

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11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to
refrain entirely from distribution of the Library.

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

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

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

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DAMAGES.

END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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

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

<one line to give the library's name and a brief idea of what it does.>
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You should have received a copy of the GNU Library General Public 
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MA 02110-1301, USA

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

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

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

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

That's all there is to it!
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Everyone is permitted to copy and distribute verbatim copies 
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[This is the first released version of the Lesser GPL. It also counts 
as the successor of the GNU Library Public License, version 2, hence 
the version number 2.1.]

Preamble

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

This license, the Lesser General Public License, applies to some 
specially designated software packages--typically libraries--of the 
Free Software Foundation and other authors who decide to use it. You 
can use it too, but we suggest you first think carefully about whether 
this license or the ordinary General Public License is the better 
strategy to use in any particular case, based on the explanations below.
When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

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

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

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

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

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

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

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

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

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

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

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

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

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification").

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

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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

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

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

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

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

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

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

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

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

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

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

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in
Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

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

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

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

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

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

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

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

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

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

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

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

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

d) If distribution of the work is made by offering access to copy
from a designated place, offer equivalent access to copy the above
specified materials from the same place.
e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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1.209 audit 2.8.5 4.el7

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/Base64BinaryDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/HexBinaryDV.java

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jar/org/apache/xerces/impl/dv/xs/DecimalDV.java
*/
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom/DocumentImpl.java
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jar/org/apache/xerces/impl/xs/traversers/XSDHandler.java
*/
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  jar/org/apache/xerces/jaxp/validation/DOMResultBuilder.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/EmptyXMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/XMLSchemaFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/ValidatorHandlerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/XMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/XMLSchemaValidatorComponentManager.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/DOMResultAugmentor.java
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  jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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  jar/org/apache/xerces/jaxp/datatype/DurationImpl.java
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  jar/org/apache/xerces/util/AttributesProxy.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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  jar/org/apache/xerces/parsers/XPointerParserConfiguration.java
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  jar/org/apache/xerces/impl/xs/traversers/SchemaContentHandler.java
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  jar/org/apache/xerces/util/SAXLocatorWrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/XIncludeAwareParserConfiguration.java
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  jar/org/apache/xerces/util/SAXInputSource.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XIncludeParserConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSComplexTypeDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/SubstitutionGroupHandler.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/io/UTF8Reader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLNamespaceBinder.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XInclude11TextReader.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XIncludeHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/XIncludeMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/DOMMessageFormatter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xni/grammars/XMLDTDDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/xinclude/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xml/serialize/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/SecuritySupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/grammars/XSGrammar.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/IntegerDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/util/NSItemListImpl.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/ASObject.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom3/as/ASObjectList.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaLoader.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/namespaceSupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/implement/xs/ElementPSVImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/implement/xpath/XPath.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/namespaceSupport.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/EncodingInfo.java
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jar/org/apache/xerces/xni/grammars/XMLGrammarPool.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xni/XMLDocumentHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/util/XMLAttributesImpl.java
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jar/org/apache/xerces/impl/xs/SchemaSymbols.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xni/XMLDTDHandler.java
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jar/org/apache/xerces/xni/Augmentations.java
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jar/org/apache/xerces/xni/XMLString.java
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jar/org/apache/xerces/impl/xs/AttributePSVImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xni/parser/XMLComponentManager.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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jar/org/apache/xerces/impl/XML11NamespaceBinder.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/xni/XMLAttributes.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/jaxp/DefaultValidationHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/io/ASCIIRender.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/jaxp/JAXPConstants.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/parsers/DOMASBuilderImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/QName.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/parser/XMLInputSource.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/XMLDTDContentModelHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/grammars/XMLGrammarDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/ParserConfigurationSettings.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaException.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/EntityResolverWrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/NamespaceContext.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/DOMErrorImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/NS0/DocumentImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegexParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XML11Char.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentFragmentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentFragmentScannerImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/util/ShortListImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/dom/WMLIElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/dom/WMLTemplateElementImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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DOM Level 3 LS CR - Experimental.

* Create a new `<code>LSParser</code>` object. The newly constructed parser may then be configured by means of its `<code>DOMConfiguration</code>` object, and used to parse documents by means of its `<code>parse</code>` method.

* @param mode The `<code>mode</code>` argument is either `<code>MODE_SYNCHRONOUS</code>` or `<code>MODE_ASYNCHRONOUS</code>`, if `<code>mode</code>` is `<code>MODE_SYNCHRONOUS</code>` then the `<code>LSParser</code>` that is created will operate in synchronous mode, if it's `<code>MODE_ASYNCHRONOUS</code>` then the `<code>LSParser</code>` that is created will operate in asynchronous mode.

* @param schemaType An absolute URI representing the type of the schema language used during the load of a `<code>Document</code>` using the newly created `<code>LSParser</code>`. Note that no lexical checking is done on the absolute URI. In order to create a `<code>LSParser</code>` for any kind of schema types (i.e. the `<code>LSParser</code>` will be free to use any schema found), use the value `<code>null</code>`.

* <p>Note:</p> For W3C XML Schema [a href='http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/']XML Schema Part 1[/a]"

* <code>http://www.w3.org/2001/XMLSchema</code>. For XML DTD [a href='http://www.w3.org/TR/2000/REC-xml-20001006/']XML 1.0[/a]",

* applications must use the value `<code>http://www.w3.org/2001/XMLSchema"</code>. Other Schema languages are outside the scope of the W3C and therefore should recommend an absolute URI in order to use this method.

* @return The newly created `<code>LSParser</code>` object. This `<code>LSParser</code>` is either synchronous or asynchronous depending on the value of the `<code>mode</code>` argument.

* <p>Note:</p> By default, the newly created `<code>LSParser</code>` does not contain a `<code>DOMErrorHandler</code>`, i.e. the value of the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>error-handler</a>" configuration parameter is `<code>null</code>`. However, implementations may provide a default error handler at creation time. In that case, the initial value of the `<code>error-handler</code>` configuration
parameter on the new created <code>LSParser</code> contains a
reference to the default error handler.
@exception DOMException
    NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
not supported.
*/

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    jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java
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    jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xs/opti/DefaultText.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xs/identity/IdentityConstraint.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/parsers/BasicParserConfiguration.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xni/XMLLocator.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/impl/xs/opti/TextImpl.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/parsers/NonValidatingConfiguration.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
    jar/org/apache/xerces/xni/XMLLocator.java
  * /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-

jar/org/apache/xerces/util/ErrorHandlerWrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/dv/SchemaDVFactory.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/parsers/DTDConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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jar/org/apache/xerces/dom/PSVIAttrNSImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11DTDConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDouble.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ObjectList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSFloat.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/YearMonthDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/DayTimeDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDateTime.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/HTTPInputSource.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/DayDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/TimeDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/MonthDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSObject.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSMultiValueFacet.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/util/XSGrammarPool.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLVersionDetector.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLEntityManager.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XML11DTDScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/DOMSerializerImpl.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDTDLoader.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLStrongElement.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDoElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDOMImplementation.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLCardElement.java
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jar/org/apache/wml/WMLTableElement.java
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jar/org/apache/wml/WMLWmlElement.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/util/SimpleLocator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSDDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/XMLResourceIdentifierImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegularExpression.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/dtd/ListDatatypeValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/dtd/NMTOKENDatatypeValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/XML11Serializer.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/models/XSCMLeaf.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/CoreDocumentImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/TextImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/ddt/models/CMLLeaf.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/BaseMarkupSerializer.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/ddt/XML11DTDPProcessor.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/Token.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ElementNSImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/ddt/models/CMSStateSet.java

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  jar/org/apache/xerces/impl/Constants.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/jaxp/SAXParserImpl.java
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  jar/org/apache/xerces/impl/dv/xs/DoubleDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/StandardParserConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/XML11Configuration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/identity/Field.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xs/FloatDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/opti/SchemaDOM.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/XML11Configuration.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/XSAttributeGroupDefinition.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/TreeWalkerImpl.java
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  jar/dk/brics/automaton/ShuffleOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/Datatypes.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/RegExp.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/State.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/AutomatonProvider.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/TransitionComparator.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/MinimizationOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/BasicOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/Transition.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/StatePair.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/RunAutomaton.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/SpecialOperations.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/BasicAutomata.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/DatatypesAutomatonProvider.java
* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/Automaton.java

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* /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
  jar/dk/brics/automaton/AutomatonMatcher.java

1.214 stax 4.2.1
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1.219 json-schema-core 1.2.8

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### 1.220 paramiko 2.7.1

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jar/springfox/documentation/schema/XmlModelPlugin.java
* /opt/cola/permits/1001071304_1646171619.71/0/springfox-schema-2-8-0-sources-
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* /opt/cola/permits/1001071304_1646171619.71/0/springfox-schema-2-8-0-sources-jar/springfox/documentation/schema/plugins/SchemaPluginsManager.java
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 *
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 * @since 13/09/15
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  jar/org/jolokia/converter/object/StringToOpenTypeConverter.java
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* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/history/HistoryKey.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/request/JmxObjectNameRequest.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/Converters.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/request/JmxVersionRequest.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/config/ConfigExtractor.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/detector/WeblogicDetector.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/http/HttpRequestHandler.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/WriteHandler.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/backend/MBeanServerExecutorLocal.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/util/DateUtil.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/config/Configuration.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/json/simplifier/UrlSimplifier.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/json/simplifier/ClassSimplifier.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/backend/LocalRequestDispatcher.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/util/ServiceObjectFactory.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/request/JmxReadRequest.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/PolicyRestrictor.java
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* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/MBeanInfoData.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/json/ObjectSerializationContext.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/DataUpdater.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/AbstractConstantRestrictor.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/AttributeDataUpdater.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/object/CompositeTypeConverter.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/AbstractChecker.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/MBeanPolicyConfig.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/OperationDataUpdater.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/HttpMethodChecker.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/DataKeys.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/request/RequestCreator.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/object/TabularDataConverter.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/object/ArrayTypeConverter.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/MBeanAccessChecker.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/handler/list/DescriptionDataUpdater.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/converter/object/OpenTypeConverter.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/NetworkChecker.java
* /opt/cola/permits/1136703015_1613864415.77/0/jolokia-core-1-5-0-sources-2-jar/org/jolokia/restrictor/policy/RequestTypeChecker.java
1.235 go-humanize 1.0.0

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jar/org/springframework/util/UpdateMessageDigestInputStream.java
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jar/org/springframework/core/AliasRegistry.java
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jar/org/springframework/core/type/AnnotatedTypeMetadata.java
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  jar/org/springframework/core/NamedInheritableThreadLocal.java

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jar/org/springframework/util/CommonsLogWriter.java
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jar/org/springframework/core/style/DefaultValueStyler.java
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jar/org/springframework/core/ParameterNameDiscoverer.java
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jar/org/springframework/core/convert/support/NumberToCharacterConverter.java
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jar/org/springframework/core/AttributeAccessor.java
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jar/org/springframework/util/xml/SimpleSaxErrorHandler.java
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* /opt/ws_local/PERMITS_SQL/1068965795_1594435875.33/0/spring-core-5-0-8-release-sources-1-jar/org/springframework/core/convert/converter/ConditionalConverter.java
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* /opt/ws_local/PERMITS_SQL/1068965795_1594435875.33/0/spring-core-5-0-8-release-sources-1-jar/org/springframework/core/task/TaskRejectedException.java
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* /opt/ws_local/PERMITS_SQL/1068965795_1594435875.33/0/spring-core-5-0-8-release-sources-1-jar/org/springframework/core/serializer/support/SerializationFailedException.java
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  jar/org/springframework/asm/ClassReader.java
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* /opt/ws_local/PERMITS_SQL/1068965795_1594435875.33/0/spring-core-5-0-8-release-sources-1-jar/org/springframework/core/io/ClassPathResource.java
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* /opt/ws_local/PERMITS_SQL/1068965795_1594435875.33/0/spring-core-5-0-8-release-sources-1-jar/org/springframework/core/env/SimpleCommandLineArgsParser.java

1.237 html5lib 1.0b10

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* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/PredicateKey.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/RoundRobinRule.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-
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  jar/com/netflix/client/PrimeConnections.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-
  jar/com/netflix/loadbalancer/RetryRule.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-
  jar/com/netflix/loadbalancer/ResponseTimeWeightedRule.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-
  jar/com/netflix/client/IPrimeConnection.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/LoadBalancerStats.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/client/AbstractLoadBalancerAwareClient.java
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* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/ZoneStats.java
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* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/client/ClientFactory.java
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* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/IRule.java
* /opt/cola/permits/1284950530_1646865701.85/0/ribbon-loadbalancer-2-4-4-sources-jar/com/netflix/loadbalancer/WeightedResponseTimeRule.java
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  jar/com/netflix/loadbalancer/ServerStatusChangeListener.java
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  jar/com/netflix/loadbalancer/ServerListSubsetFilter.java
1.243 bean-validation-api 2.0.1.Final

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Source: http://jakarta.apache.org/bcel
Used By: XSLTC component of xml-xalan/java

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/impl/codegen/byte_buffer_reader.h

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/third_party/protobuf/src/google/protobuf/stubs/map_util.h

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/impl/codegen/server_callback_handlers.h

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/// If set, grpc is free to use the HTTP GET verb for sending the request,

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/src/compiler/node_generator.h

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*
* The server authorization check arg contains all the info necessary to
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* of the grpc_tls_server_authorization_check_arg struct in grpc_security.h for
* more details. **/
/** TLS credentials options, wrapper for grpc_tls_credentials_options. It is
* used for experimental purposes for now and it is subject to change. See the
* description of the grpc_tls_credentials_options struct in grpc_security.h for
* more details. **/

Found in path(s):
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
  1.33.2/grpc_root/include/grpcpp/security/tls_credentials_options.h

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
  1.33.2/third_party/protobuf/src/google/protobuf/stubs/structurally_valid_unittest.cc

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/support/byte_buffer.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/support/slice.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/support/error_details.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/ext/proto_server_reflection_plugin.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/ext/channelz_service_plugin.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/test/server_context_test_spouse.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/security/server_credentials.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/alarm.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/string_ref.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/call_hook.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/status_code_enum.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/completion_queue.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/core_codegen.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/typedefs.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/status_code_enum.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/completion_queue.h
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/support/thd_id.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/impl/codegen/callback_common.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/support/time.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/support/sync_stream.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc++/impl/codegen/completion_queue.h
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/third_party/protobuf/src/google/protobuf/testing/zcgzip.cc
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/third_party/protobuf/src/google/protobuf/compiler/csharp/csharp_map_field.cc
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 */

/** Signal that the call is cacheable. GRPC is free to use GET verb */

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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/third_party/protobuf/src/google/protobuf/compiler/objectivec/objectivec_map_field.cc
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_tools/test/protoc_test.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/src/compiler/BUILD
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_tools/protoc.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/_parallel_compile_patch.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_tools/__init__.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_tools/_protoc_compiler.pyx
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/setup.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_version.py
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_tools/test/BUILD.bazel
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/protoc_lib_deps.py

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Metadata-Version: 1.1
Name: grpcio-tools
Version: 1.33.2
Summary: Protobuf code generator for gRPC
Home-page: https://grpc.io
Author: The gRPC Authors
Author-email: grpc-io@googlegroups.com
License: Apache License 2.0
Description: gRPC Python Tools

Package for gRPC Python tools.

Supported Python Versions

Python >= 3.5
Deprecated Python Versions
--------------------------
Python == 2.7. Python 2.7 support will be removed on January 1, 2020.

Installation
-----------

The gRPC Python tools package is available for Linux, Mac OS X, and Windows running Python 2.7.

Installing From PyPI
~~~~~~~~~~~~~~~~~~~~

If you are installing locally...

::

$ pip install grpcio-tools

Else system wide (on Ubuntu)...  

::

$ sudo pip install grpcio-tools

If you're on Windows make sure that you installed the `pip.exe` component when you installed Python (if not go back and install it!) then invoke:

::

$ pip.exe install grpcio-tools

Windows users may need to invoke `pip.exe` from a command line ran as administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of `pip` to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest version!

You might also need to install Cython to handle installation via the source distribution if gRPC Python’s system coverage with wheels does not happen to include your system.

Installing From Source
~~~~~~~~~~~~~~~~~~~~~~

Building from source requires that you have the Python headers (usually a package named `python-dev`) and Cython installed. It further requires a
GCC-like compiler to go smoothly; you can probably get it to work without GCC-like stuff, but you may end up having a bad time.

::

$ export REPO_ROOT=grpc  # REPO_ROOT can be any directory of your choice
$ git clone -b RELEASE_TAG_HERE https://github.com/grpc/grpc $REPO_ROOT
$ cd $REPO_ROOT
$ git submodule update --init

$ cd tools/distrib/python/grpcio_tools
$ python ../make_grpcio_tools.py

# For the next command do `sudo pip install` if you get permission-denied errors
$ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .

You cannot currently install Python from source on Windows. Things might work out for you in MSYS2 (follow the Linux instructions), but it isn’t officially supported at the moment.

Troubleshooting
~~~~~~~~~~~~~~

Help, I ...

* **... see a**:code:`pkg_resources.VersionConflict` **when I try to install grpc**

This is likely because :code:`pip` doesn’t own the offending dependency, which in turn is likely because your operating system’s package manager owns it. You'll need to force the installation of the dependency:

:code:`pip install --ignore-installed $OFFENDING_DEPENDENCY`

For example, if you get an error like the following:

::

Traceback (most recent call last):
File "<string>", line 17, in <module>
...
File "/usr/lib/python2.7/dist-packages/pkg_resources.py", line 509, in find
  raise VersionConflict(dist, req)
pkg_resources.VersionConflict: (six 1.8.0 (/usr/lib/python2.7/dist-packages), Requirement.parse('six>=1.10'))

You can fix it by doing:

::
sudo pip install --ignore-installed six

* **... see compiler errors on some platforms when either installing from source or from the source
distribution**

If you see

::

    /tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
    #include "Python.h"
    ^
    compilation terminated.

You can fix it by installing `python-dev` package. i.e

::

    sudo apt-get install python-dev

If you see something similar to:

::

    'SIGNED_INT_MAX'
    static const Type kPosMax = SIGNED_INT_MAX(Type); \
    ^

And your toolchain is GCC (at the time of this writing, up through at least
GCC 6.0), this is probably a bug where GCC chokes on constant expressions
when the :code:`-fwrapv` flag is specified. You should consider setting your
environment with :code:`CFLAGS=-fno-wrapv` or using clang (:code:`CC=clang`).

Usage
-----

Given protobuf include directories :code:`$INCLUDE`, an output directory
:code:`$OUTPUT`, and proto files :code:`$PROTO_FILES`, invoke as:

::

    $ python -m grpc.tools.protoc -I$INCLUDE --python_out=$OUTPUT --grpc_python_out=$OUTPUT $PROTO_FILES

To use as a build step in distutils-based projects, you may use the provided
command class in your :code:`setup.py`: 

```python
```
setuptools.setup(
    cmdclass={
        'build_proto_modules': grpc.tools.command.BuildPackageProtos,
    }
)

Invocation of the command will walk the project tree and transpile every `.proto` file into a `.pb2.py` file in the same directory.

Note that this particular approach requires `grpcio-tools` to be installed on the machine before the setup script is invoked (i.e. no combination of `setup_requires` or `install_requires` will provide access to `grpc.tools.command.BuildPackageProtos` if it isn't already installed). One way to work around this can be found in our `grpcio-health-checking` package <https://pypi.python.org/pypi/grpcio-health-checking>:

```python
class BuildPackageProtos(setuptools.Command):
    """Command to generate project *.pb2.py modules from proto files."""
    # ...
    def run(self):
        from grpc.tools import command
        command.build_package_protos(self.distribution.package_dir["""])  
```

Now including `grpcio-tools` in `setup_requires` will provide the command on-setup as desired.

For more information on command classes, consult `distutils` and `setuptools` documentation.

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/test/mock_stream.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/load_reporting.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/support/error_details.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/fork.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/support/sync_custom.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/impl/codegen/byte_buffer.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/impl/codegen/fork.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/impl/codegen/sync_custom.h

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1.33.2/third_party/protobuf/src/google/protobuf/testing/googletest.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/io/zero_copy_stream_impl_lite.cc
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/grpc_tools/_proto/google/protobuf/duration.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/compiler/java/java_names.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/compiler/java/java_message_field_lite.cc
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/io/unittest_drop_unknown_fields.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/any_test.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/generated_enum_util.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
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* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/stubs/stringpiece.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/metadata.h
1.33.2/third_party/protobuf/src/google/protobuf/unittest_lite_imports_nonlite.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/util/internal/testdata/wrappe
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/compiler/cpp/cpp_map_field.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/stubs/int128.cc
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/unittest_import_public_lite.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/unittest_preserve_unknown_enum2.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/io/io_win32.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/unittest_mset_wire_format.proto
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/util/internal/protostream_objectsource_test.cc
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/extension_set.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-
1.33.2/third_party/protobuf/src/google/protobuf/util/internal/protostream_objectsource_test.cc
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 *
*/

Found in path(s):
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcpp/test/channel_test_peer.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpcimpl/codegen/sync_abseil.h
* /opt/cola/permits/1166303343_1621381696.26/0/grpcio-tools-1-33-2-tar-gz/grpcio-tools-1.33.2/grpc_root/include/grpc/support/sync_abseil.h

1.257 certifi 2019.03.09
1.257.1 Available under license:
This package contains a modified version of ca-bundle.crt:

ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

1.258 maven-settings-builder 3.3.1
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**2083 given its low and high 32-bit values as signed integers.** See the from* functions below for more *

```
/**
 * Constructs a 64-bit two's-complement integer,
 * y += arguments[i] * arguments[i];
 */

// Copyright 2009 The Closure Library
```

```
// Copyright 2010-2013 JetBrains s.r.o.
```

```
if (Math.abs(x) < taylor_n_bound) {
    var result = x;
    return Math.log((1 + x) / (1 - x) / 2);  
    if (Math.abs(x) < taylor_2_bound) {
        var result = -(x * x + x) / 3;
        return result;
    }
}
```
convenient ways of constructing Longs.

The internal representation of a long is the two given signed, 32-bit values. We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow. Not handling this case would often result in infinite recursion.

In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE * (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

The low (signed) 32 bits of the long.

The high (signed) 32 bits of the long.

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= 0;\n  c00 += a00 * b00;\n  c16 += c00 >>> 16;\n  c00 &= 0xFFFF;\n  c16 += a16 * b00;\n  c32 += c16 >>> 16;\n  c16 &= 0xFFFF;\n  c00 += a00 * b16;\n  c32 += c16 >>> 16;\n  c16 += a16 * b16;\n  c48 += c32 >>> 16;\n  c32 &= 0xFFFF;\n  c16 += a00 * b32;\n  c48 += c32 >>> 16;\n  c32 &= 0xFFFF;\n  c16 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;\n  c48 &= 0xFFFF;\n  return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);\n
/**
 * Returns this Long divided by the given one.\n * @param {Kotlin.Long} other Long by which to divide.\n * @return {!Kotlin.Long} This Long divided by the given one.\n */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {\n    throw Error('division by zero');\n  } else if (this.isZero()) {\n    return Kotlin.Long.ZERO;\n  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n    if (other.equalsLong(Kotlin.Long.ONE) ||
        other.equalsLong(Kotlin.Long.NEG_ONE)) {\n      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n      return Kotlin.Long.ONE;
    } else {\n      // At this point, we have |other| >= 2, so [this/other] < |MIN_VALUE|.\n      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {\n        return (other.isNegative()) ? Kotlin.Long.ONE :
                                Kotlin.Long.NEG_ONE;
      } else if (other.isNegative()) {\n        return this.negate().div(other.negate());\n      } else if (other.isNegative()) {\n        return this.div(other.negative());\n      } else {\n        var res = Kotlin.Long.ZERO;\n        var rem = this.subtract(other.multiply(approx));
        while (rem.greaterThanOrEqual(other)) {
          // Approximate the result of division. This may be a little greater or
          // smaller than the actual value.\n          var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));//
          // We will tweak the approximate result by changing it in the 48-th digit or\n          // the smallest non-fractional digit, whichever is larger.\n          var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n          var delta = Math.pow(2, log2 - 48);\n          // Decrease the approximation until it is smaller than other: find a\n          // floating-point that approximates remainder / other *from below*, add this\n          // into the result, and subtract it from the remainder. It is critical that\n          // the approximate value is less than or equal to the real value so that the\n          // remainder never becomes negative.\n          if (!rem.isZero()) {\n            res = res.add(Kotlin.Long.fromNumber(approx.multiply(other)));\n            rem = rem.subtract(approx.multiply(other));\n          } \n          else if (rem.isZero()) {\n            return approx;
          } \n        }

        // We know the answer can't be zero... and actually, zero would cause \n        // infinite recursion since we would make no progress.\n        if (approxRes.isZero()) {\n          return approxRes =
        } else {
          res = res.add(approxRes);\n          rem = rem.subtract(approxRes);\n        }
      }
    }
  }

/**
 * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long} other Long by which to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                                 this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other Long by which to XOR.\n * @return {!Kotlin.Long} The bitwise-XOR of this and the other.\n */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
};
Returns this Long with bits shifted to the left by the given amount. *
* @param {number} numBits The number of bits by which to shift. *
  This shifted to the left by the given amount:
  *
  *@Kotlin.Long.prototype.shiftLeft = function(numBits) { numBits & 63; if (numBits == 0) { return this; } else { var low = this.low_; if (numBits < 32) { var high = this.high_; return Kotlin.Long.fromBits(low << numBits, high << numBits); } else { return Kotlin.Long.fromBits(0, low << (numBits - 32)); } } }*
  *
  *@return {!Kotlin.Long} This shifted with bits shifted to the right by the given amount. *
  * @param {number} numBits The number of bits by which to shift. *
  * @return {!Kotlin.Long} This shifted to the right by the given amount. *
  *@Kotlin.Long.prototype.shiftRight = function(numBits) { numBits & 63; if (numBits == 0) { return this; } else { var low = this.low_; var high = this.high_; if (numBits < 32) { return Kotlin.Long.fromBits(low >> numBits, high << numBits); } else { return Kotlin.Long.fromBits((low >>> numBits) | (high == 0 ? 0 : -1), high >>> (numBits - 32)); } } }*
  *
  *@return {!Kotlin.Long} This shifted with bits shifted to the right, with zeros placed into the new leading bits. *
  * @param {number} numBits The number of bits by which to shift. *
  * @return {!Kotlin.Long} This shifted to the right by the given amount, with zeros placed into the new leading bits. *
  *@Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) { numBits & 63; if (numBits == 0) { return this; } else { var high = this.high_; if (numBits < 32) { var low = this.low_; return Kotlin.Long.fromBits(low >>> numBits | (high << (32 - numBits)), high >>> numBits); } else if (numBits == 32) { return Kotlin.Long.fromBits(high, 0); } else { return Kotlin.Long.fromBits(high >>> (numBits - 32), 0); } } }*

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long && this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;
Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};
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Package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use 'external' modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.

 * This may be useful in the following cases:

 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.

 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions, which is unnatural for usual JavaScript developer.

 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.

 * The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)` function.

 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.

 * In case of file (which can't be 'external') the following rule applies: all the declarations in the file must be 'external'. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

 * By default, an 'external' declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.

 * For example:

 * ```
 * @JsModule("jquery")
 * @JsNonModule
 * @JsName("$")
 * external abstract class JQuery() {
 *     // some declarations here
 * }
 * ```

 * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.

 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
@annotation class JsName(val name: String = "")

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.

 * The compiler produces the code relevant for the target module system, for example, in case of CommonJS, it will import the declaration via the `require(...)` function.

 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.

 * In case of file (which can't be 'external') the following rule applies: all the declarations in the file must be 'external'. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object that contain all the declarations from the file.

 * By default, an 'external' declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.

 * For example:

 * ```
 * @JsModule("jquery")
 * @JsNonModule
 * @JsName("$")
 * external abstract class JQuery() {
 *     // some declarations here
 * }
 * ```

 * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.

 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@annotation class JsModule(val import: String = "")

/**
 * Denotes an `external` declaration that can be used without module system.

 * By default, an 'external' declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system. Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package.

 * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.

 * For example:

 * ```
 * @JsModule("jquery")
 * @JsNonModule
 * @JsName("$")
 * ```

 * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.

 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
@annotation class JsNonModule
class JsNonModule

/**
 * Adds prefix to `external` declarations in a source file. JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects. You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation.
 * Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-external declarations. Example:
 */

public final class JsNonModule {
    ...

    /**
     * @file:JsQualifier("my.jsPackageName")
     * package some.kotlinPackage
     *
     * external fun foo(x: Int)*
     * external fun bar(): String
     * ```
     * @file:JsQualifier("my.jsPackageName")
     * package some.kotlinPackage
     *
     * external fun foo(x: Int)*
     * ```
     *
     * @property value the qualifier to add to the declarations in the generated code.
     * It must be a sequence of valid JavaScript identifiers separated by the `. ` character.
     * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.
     * @see JsModule
     * @since 1.1
     */

    @Retention(AnnotationRetention.BINARY)
    @Target(AnnotationTarget.FILE)
    @Retention(AnnotationRetention.CLASS)
    JsQualifier(val value: String), /*
    * Copyright 2010-2015 JetBrains s.r.o.
    *
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    * you may not use this file except in compliance with the License. You may obtain a copy of the License at
    * http://www.apache.org/licenses/LICENSE-2.0
    * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
    */

    package kotlin.jvm

    // these are used in common generated code in stdlib
    ...

    @Target(AnnotationTarget.FUNCTION, AnnotationTarget.CONSTRUCTOR)
    @Retention(AnnotationRetention.SOURCE)
    internal annotation class JvmOverloads

    @Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
    @Retention(AnnotationRetention.SOURCE)
    @MustBeDocumented
    internal annotation class JvmName(public val name: String)

    @Target(AnnotationTarget.FILE)
    @Retention(AnnotationRetention.SOURCE)
    @MustBeDocumented
    internal annotation class JvmMultifileClass

    @Target(AnnotationTarget.FIELD)
    @Retention(AnnotationRetention.SOURCE)
    @MustBeDocumented
    internal annotation class JvmField

    @Target(AnnotationTarget.FIELD)
    @Retention(AnnotationRetention.SOURCE)
    public annotation class Volatile

    @Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
    @Retention(AnnotationRetention.SOURCE)
    @public annotation class Synchronized

    @Target(AnnotationTarget.FIELD)
    @Retention(AnnotationRetention.SOURCE)
    @null
    override fun hasNext() = index < arr.size
    override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")

@file:JsQualifier("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0

            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@file:JsQualifier("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = bool...
LongArray) copy its value to result.$type$.

@PublishedApi
@JsName("primitiveArrayConcat")
@Suppress("UNUSED_PARAMETER")
internal

fun <T> primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*>
        && a.asDynamic().$type$ === undefined) {
        return concat(args)
    }
    else {
        for (i in
            args.indices) {
            val
                arr = args[i].asDynamic()
                for (j in 0 until arr.length) {
                    result[size++] = arr[j]
                }
        }
    }

    return result
}

@JsName("booleanArrayOf")
internal fun booleanArrayOf() =

@JsName("charArrayOf") // The arguments have
    to be slice'd here because of Rhino (see KT-16974)
internal fun charArrayOf() =

@JsName("longArrayOf")
internal fun longArrayOf() =

@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun

withType(type: String, array: dynamic): dynamic {
    array.$type$ = type
    return array
}

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
public inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

@kotlin.internal.InlineOnly
public inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public inline fun String.substring(startIndex: Int,
    endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

@Deprecated("Use length property instead.", ReplaceWith("length"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline val CharSequence.size: Int get() =

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().nativeReplace(pattern, replacement)

@confirmedexternally
val noImpl: Nothing

/**
 * The property that can be used
 * as a placeholder for statements and values that are defined in JavaScript.
 * *
 * There's two forms of using `definedExternally`:
 * 1. `val *n = definedExternally` (for functions, properties and parameters).
 * 2. `* definedExternally` (for functions and property getters/setters).
 * This property can't
 * be used from normal code.
 * Examples:
 * ```
 * kotlin
 * external fun foo(): String = definedExternally
 * ```
 * This property can be used in two cases:
 * 1. `*n` is a regular Array without the $type$ property.
 * 2. `*n` default to arrayConcat.
 */

val definedExternally: Nothing

/**
 * `*n` is a Array with unspecified size.
 * This property can be used in two cases as:
 * ```
 * kotlin
 * *n = definedExternally
 * ```
 * This property is used by JavaScript
 * as a placeholder for statements and values that are defined in JavaScript.
 */

val undefined:
Nothing?\n@Deprecated("Use toInt() instead.", ReplaceWith("s.toInt()")), level = DeprecationLevel.ERROR\n\npublic external fun parseInt(s: String): Int = DefinedExternally().\n\nReplaceWith("s.toInt(radix)"), level = DeprecationLevel.ERROR\n\npublic external fun parseInt(s: String, radix: Int = definedExternally()): Int = DefinedExternally().\n\nReplaceWith("s.toDouble()"), level = DeprecationLevel.ERROR\n\npublic external fun parseFloat(s: String, radix: Int = definedExternally()): Double = DefinedExternally().\n\nThe compiler replaces call to `js(...)` code with the string constant provided as a parameter.\n
Example:\n
```js\n\nfunction logToConsole(message) {\n    console.log(message);\n}\n```

You can safely refer to local variables of calling function (but not to local variables of outer functions),\n
including parameters. You can't refer to functions, properties, and classes by their short names.\n
Function corresponding to JavaScript's `typeof` operator:\n
```kotlin\n\n@kotlin.internal.InlineOnly\n@Suppress("UNUSED_PARAMETER")\npublic inline fun jsTypeOf(a: Any?): String = js("typeof a")\n```

Must be a compile-time constant, otherwise compiler produces error message.\n
You can safely refer to local variables of calling function (but not to local variables of outer functions),\n
including parameters. You can't refer to functions, properties, and classes by their short names.\n
Function corresponding to JavaScript's `typeof` operator:\n
```kotlin\n\n@kotlin.internal.InlineOnly\n@Suppress("UNUSED_PARAMETER")\npublic inline fun jsTypeOf(a: Any?): String = js("typeof a")\n```

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https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

```kotlin
@SinceKotlin("1.2")
public fun <T> MutableList<T>.shuffle(): Unit { // Implement Fisher-Yates shuffle
    for (i in lastIndex downTo 1) {
        val j = rand(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

private fun rand(upperBound: Int) = floor(kotlin.js.Math.random() * upperBound).toInt()

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit { // Sorts the list
    val list = this
    // Implement Collections.sort()
    this = list
}

private fun <T> MutableList<T>.sort(): Unit { // Sorts the list in-place
    if (list.size <= 1) return
    val array = arrayOfNulls(list)
    for (i in 0 until array.size) {
        array[i] = list[i]
    }
}

internal fun <T> MutableList<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
@SinceKotlin("1.2")
public fun <T : Comparable<T>> MutableList<T>.sort(): Unit { // Sorts the list
    val list = this
    // Implement Collections.sort()
    for (i in 0 until list.size) {
        list[i] = list[i]
    }
}
```

---

```
import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

/**
 * Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun sin(x: Double): Double = nativeMath.sin(x)

 /**
 * Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun cos(x: Double): Double = nativeMath.cos(x)

 /**
 * Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun tan(x: Double): Double = nativeMath.tan(x)
```

---

```
/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond
 * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / [x]`. // Returns the arc tangent of the value `y / [x]`
 */
```
and `-PI` for `x < 0`\`\n` - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`\`\n` - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\`\n` - `atan2(+Inf, x)` is `PI/2` for finite `x`\`\n` - `atan2(-Inf, x)` is `-PI/2` for finite `x`\`\n` - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\`\n` - @SinceKotlin("1.2")\`\n`@InlineOnly\`\n`public inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/**
 * Computes the hyperbolic cosecant of the value [x]\`\n` * Special cases:\`\n` - `cosh(NaN)` is `NaN`\`\n` - `cosh(+Inf)` is `+Inf`\`\n` - `cosh(-Inf)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/**
 * Computes the hyperbolic tangent of the value [x]\`\n` * Special cases:\`\n` - `tanh(NaN)` is `NaN`\`\n` - `tanh(+Inf)` is `1.0`\`\n` - `tanh(-Inf)` is `-1.0`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/**
 * Computes the inverse hyperbolic sine of the value [x]\`\n` * Special cases:\`\n` - `asinh(NaN)` is `NaN`\`\n` - `asinh(+Inf)` is `+Inf`\`\n` - `asinh(-Inf)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/**
 * Computes the inverse hyperbolic cosine of the value [x]\`\n` * Special cases:\`\n` - `acosh(NaN)` is `NaN`\`\n` - `acosh(+Inf)` is `+Inf`\`\n` - `acosh(-Inf)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/**
 * Computes the inverse hyperbolic tangent of the value [x]\`\n` * Special cases:\`\n` - `tanh(NaN)` is `NaN`\`\n` - `tanh(+Inf)` is `+Inf`\`\n` - `tanh(-Inf)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun atanh(x: Double): Double = nativeMath.atanh(x)

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow\`\n` * Special cases:\`\n` - returns `+Inf` if any of arguments is infinite\`\n` - returns `NaN` if any of arguments is `NaN`\`\n` and the other is not infinite\`\n`@SinceKotlin("1.2")\`\n`@InlineOnly\`\n`public inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)

/**
 * Computes Euler's number `e` raised to the power of the value [x]\`\n` * Special cases:\`\n` - `exp(NaN)` is `NaN`\`\n` - `exp(+Inf)` is `+Inf`\`\n` - `exp(-Inf)` is `0.0`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun exp(x: Double): Double = nativeMath.exp(x)

/**
 * Computes `exp(x) - 1`\`\n` * Special cases:\`\n` - `expm1(NaN)` is `NaN`\`\n` - `expm1(+Inf)` is `+Inf`\`\n` - `expm1(-Inf)` is `-1.0`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun expm1(x: Double): Double = nativeMath.expm1(x)

/**
 * Computes the logarithm of the value [x] to the given [base]\`\n` * Special cases:\`\n` - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\`\n` - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\`\n` - `log(+Inf, +Inf)` is `+Inf`\`\n` - `log(-Inf, +Inf)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public fun log(x: Double, base: Double): Double {
    if (base <= 0.0 || base == 1.0) return Double.NaN
    return nativeMath.log(x) / nativeMath.log(base)
}

/**
 * Computes the natural logarithm (base `E`) of the value [x]\`\n` * Special cases:\`\n` - `ln(NaN)` is `NaN`\`\n` - `ln(x)` is `NaN` when `x < 0.0`\`\n` - `ln(+Inf)` is `+Inf`\`\n` - `ln(0.0)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun ln(x: Double): Double = nativeMath.log(x)

/**
 * Computes the common logarithm (base 10) of the value [x]\`\n` * Special cases:\`\n` - `log10(NaN)` is `NaN`\`\n` - `log10(x)` is `NaN` when `x < 0.0`\`\n` - `log10(+Inf)` is `+Inf`\`\n` - `log10(0.0)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun log10(x: Double): Double = nativeMath.log10(x)

/**
 * Computes the binary logarithm (base 2) of the value [x]\`\n` * Special cases:\`\n` - `log2(NaN)` is `NaN`\`\n` - `log2(x)` is `NaN` when `x < 0.0`\`\n` - `log2(+Inf)` is `+Inf`\`\n` - `log2(0.0)` is `-Inf`\`\n` */
@SinceKotlin("1.2")
@InlineOnly
public inline fun log2(x: Double): Double = nativeMath.log2(x)
Cases:
- `NaNulp` is `NaN`
- `-x.ulp` is `+Inf` when `-x` is `-Inf`
- `0.0.ulp` is `Double.MIN_VALUE`

public val Double.ulp: Double get() = when {
    this < 0 ->
    (-this).ulp
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this.nextDown() else -> this.nextUp()
    this == Double.MAX_VALUE ->
    Double.fromBits(this.toRawBits() + 1) ulp
    this == 0.0 -> Double.MIN_VALUE
}

/**
 * Returns the [Double] value nearest to this value
 * in direction of positive infinity.
 */
@SinceKotlin("1.2")
public val Double.MAX_VALUE: Double get() = when {
    this < 0 ->
    (-this).ulp
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this.nextDown() else -> this.nextUp()
    this == Double.MAX_VALUE ->
    this - this.nextDown()
    else -> this.nextUp()
}

/**
 * Returns the [Double] value nearest to this value
 * in direction of negative infinity.
 */
@SinceKotlin("1.2")
public val Double.MIN_VALUE: Double get() = when {
    this < 0 ->
    (-this).ulp
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this.nextDown() else -> this.nextUp()
    this == Double.MIN_VALUE ->
    this + this.nextUp()
    else ->
    Double.fromBits(this.toRawBits() + 1) ulp
    this == 0.0 -> Double.MIN_VALUE
}

/**
 * Returns the [Double] value nearest to this value
 * in direction from this value towards the value [to].
 */
@SinceKotlin("1.2")
public fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this ->
    to
    to > this -> this.nextUp()
    else /* to < this */ -> this.nextDown()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result
 * to [Int].
 */
@SinceKotlin("1.2")
@UseExperimental
public fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
    nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result
 * to [Long].
 */
@SinceKotlin("1.2")
@UseExperimental
public fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
    nativeMath.round(this).unsafeCast<Double>().toLong()
}

// ================ Float Math
========================================

/** Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@UseExperimental
public inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@UseExperimental
public inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@UseExperimental
public inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()
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`atan2(0.0, x)` is `0.0` for `x > 0` and `-PT` for `x < 0`

- `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`
- `-atan2(0.0, x)` is `PT` for `0 < y < +Inf` and `-PT` for `Inf < y < 0`
- `atan2(y, -Inf)` is `PT` for `-Inf < y < 0`
- `-atan2(0.0, x)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`
- `atan2(+Inf, x)` is `PI/2` for finite `x`
- `-atan2(-Inf, x)` is `-PI/2` for finite `x`
- `-atan2(NaN, x)` and `-atan2(y, NaN)` is `NaN` if any of inputs are `NaN`.

Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/**
 * Computes the hyperbolic cosine of the value [x], \n * Special cases: \n * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `-1.0`
 * - `cosh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value [x]. \n * Special cases: \n * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `1.0`
 * - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value [x] to the given [base]. \n * Special cases: \n * - `log(0, b)` is `NaN` if either `x` or `b` are `NaN`
 * - `log(x, 0)` is `-Inf` when `x < 0`
 * - `-log(0, b)` is `Inf` for `b > 1` and `-Inf` for `b < 1`
 * - `log(x, b)` is `-Inf` for `b > 1` and `Inf` for `b < 1`
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()
log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes the binary logarithm (base 2) of the value \([x]\).\n * \(\log_2(x) = \log_{10}(x) / \log_{10}(2)\).
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun log2(x: Float): Float = nativeMath.log2(x.toDouble()).toFloat()

/**
 * Computes \(\ln(x) = \log_e(x)\).
 *\n * Special cases:
 * - `\ln(0)` is `-\infty`\n * - `\ln(\infty)` is `\infty`\n * - `\ln(NaN)` is `NaN`\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun ln(x: Float): Float = nativeMath.ln(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to the nearest integer.
 *\n * Special cases:
 * - `\text{round}(\infty)` is `\infty`\n * - `\text{round}(-\infty)` is `-\infty`\n * - `\text{round}(\text{NaN})` is `\text{NaN}`\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun round(x: Float): Float = nativeMath.round(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to the nearest integer with ties rounded towards even integer.
 *\n * Special cases:
 * - `\text{round}(\text{NaN})` is `\text{NaN}`\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun round(x: Float): Float = nativeMath.round(x.toDouble()).toFloat()

/**
 * Returns the absolute value of the given value \([x]\).
 *\n * Special cases:
 * - `abs(-\infty)` is `-\infty`\n * - `abs(\text{NaN})` is `\text{NaN}`\n */
@SinceKotlin("1.2")
@InlineOnly
public inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value \([x]\):
 * - `-1.0` if the value is negative,
 * - `0.0` if the value is zero,
 * - `1.0` if the value is positive
 */
@SinceKotlin("1.2")
@InlineOnly
public inline fun sign(x: Float): Float = nativeMath.sign(x.toDouble()).toFloat()
converts the result to \([1 \text{Int}]\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Int.MAX_VALUE* when \(x > Int.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Int.MIN_VALUE* when \(x < Int.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Int.MAX_VALUE* when \(x > Long.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Long.MIN_VALUE* when \(x < Long.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Long.MAX_VALUE* when \(x > Long.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Long.MIN_VALUE* when \(x < Long.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Long.MAX_VALUE* when \(x > Long.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToInt() == Long.MIN_VALUE* when \(x < Long.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline fun Float.roundToInt(): Int =
toDouble().roundToInt()*/
@SinceKotlin("1.2")
@InlineOnly
public inline fun Float.roundToLong(): Long =
toDouble().roundToLong()*/

/**
 * Rounds this 
 [Long] * Ties are rounded towards positive infinity.\n
*roundToLong() == Long.MAX_VALUE* when \(x > Long.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToLong() == Long.MIN_VALUE* when \(x < Long.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToLong() == Long.MAX_VALUE* when \(x > Long.MAX_VALUE\) * Ties are rounded towards positive infinity.\n
*roundToLong() == Long.MIN_VALUE* when \(x < Long.MIN_VALUE\) * Ties are rounded towards positive infinity.\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline fun Float.roundToLong(): Long =
toDouble().roundToLong()*/

/**
 * Returns the absolute value of the given value NaN.\n
*abs(NaN) == NaN* due to an overflow.\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline val Float.absoluteValue: Float get() = abs(this)*/

/**
 * Returns the sign of this value:\n
*sign == -1* if the value is negative,\n
*sign == 0* if the value is zero,\n
*sign == 1* if the value is positive\n
*/
@SinceKotlin("1.2")
@InlineOnly
public val Float.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the absolute value of this value.\n
*abs(Long.MIN_VALUE) == Long.MIN_VALUE* due to an overflow.\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline val Long.absoluteValue: Long get() = abs(this)*/

/**
 * Always throws \[NotImplementedError\] stating that operation is not implemented.\n
*NotImplementedError("An operation is not implemented:")*\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline fun TODO(): Nothing = throw
NotImplementedError()

/**
 * Always throws \[NotImplementedError\] stating that operation is not implemented.\n
*NotImplementedError("An operation is not implemented:")*\n
*/
@SinceKotlin("1.2")
@InlineOnly
public inline fun TODO(reason: String): Nothing = throw
NotImplementedError("An operation is not implemented: \$reason")
the collection.

*\n
@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {
    return get(1)\n\n    * Returns 2nd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {
    return get(1)\n\n    * Returns 2nd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {
    return get(1)\n\n    * Returns 3rd *element* from the collection.
*\n
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component3(): T {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {
    return get(2)\n\n    * Returns 3rd *element* from the collection.
*\n
@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element)
Returns `true` if [element] is found in the array.

```
ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>..elementAt(index: Int): T {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAt(index: Int): Byte {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAt(index: Int): Short {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun IntArray.elementAt(index: Int): Int {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun LongArray.elementAt(index: Int): Long {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAt(index: Int): Float {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAt(index: Int): Double {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAt(index: Int): Boolean {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun CharArray.elementAt(index: Int): Char {
    return get(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```
defaultValue(index):n|\n\n/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return findOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrNull(index: Int): Byte? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrNull(index: Int): Short? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrNull(index: Int): Int? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.getOrNull(index: Int): Long? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.getOrNull(index: Int): Float? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrNull(index: Int): Double? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.getOrNull(index: Int): Boolean? {
    return getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.getOrNull(index: Int): Char? {
    return getOrNull(index)
}
LongArray.find(predicate: (Long) -> Boolean): Long? { return firstOrNull(predicate) } *

@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<T>.first(predicate: (T) -> Boolean): T {
    for (element in this)
        if (predicate(element))
            return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun <T> Array<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}
defaultValue(index)\n)\n\n/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
 * function if the [index] is out of bounds of this array.\n * *\n */

 CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(predicate: (T) -> Boolean): T {
    return if (predicate(this[index])) { return index
    } else {
        for (index in indices) {
            if (predicate(this[index])) {
                return index
            }
        }
    }
}

 CharArray.getOrElseLast(predicate: (T) -> Boolean): T {
    return if (predicate(this[index])) { return index
    } else {
        for (index in indices) {
            if (predicate(this[index])) {
                return index
            }
        }
    }
}

 CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

 CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseLast(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

 CharArray.getOrElseFirst(index: Int, defaultValue: (Int) -> Char): Char {
element matching the given [predicate], or -1 if the array does not contain such element.

```
public inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
Array<out T>::indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```

```
public inline fun Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
```
element matching the given [predicate], or -1 if the array does not contain such element.

```java
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) return index
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<T>.last(): T {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.last(): Byte {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.last(): Short {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.last(): Boolean {
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.last(): Char {
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

---

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```kotlin
/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun <T> Array<out T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns last index of `element`, or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of `element`, or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun IntArray.lastIndexOf(element: Int): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun LongArray.lastIndexOf(element: Long): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun ShortArray.lastIndexOf(element: Short): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun ByteArray.lastIndexOf(element: Byte): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns last index of element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
```

public fun CharArray.lastOrNull(): Char? { return if (isEmpty()) null else this[size - 1]
}

public fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return element
    } return null
}

ByteArray.single(): Byte { return when (size) { 0 -> throw NoSuchElementException("Array is empty.")
    1 -> this[0]
    else -> throw IllegalArgumentException("Array has more than one element.")
} }
single element, or throws an exception if the array is empty or has more than one element.

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```

```kotlin
@JvmName("single")
@Suppress("UNCHECKED_CAST")
inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}
```
var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as Double

var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw IllegalArgumentException("Array contains more than one matching element.")

public inline fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as Char

public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as Short

public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as Byte

public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return single as Int

public inline fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

public inline fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

public inline fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

public inline fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

public inline fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

public inline fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

public inline fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

public inline fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

public inline fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

public inline fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

public inline fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}
Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.

```kotlin
fun ByteArray.dropLast(n: Int): List<Byte> { // [n] elements
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last 
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last 
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last 
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last 
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last 
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first 
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first 
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first 
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first 
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first 
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

```
elements not matching the given [predicate].

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableCollection<in T>, T : Any> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in T>, T : Any> List<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Byte>, Byte> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Short>, Short> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Int>, Int> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Long>, Long> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Float>, Float> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C : MutableList<in Double>, Double> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <T, C :MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Byte>, Byte> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Short>, Short> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Int>, Int> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Long>, Long> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Float>, Float> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Double>, Double> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Byte>, Boolean> BooleanArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Short>, Boolean> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Int>, Boolean> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Long>, Boolean> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Float>, Boolean> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Double>, Boolean> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the
 * given [destination].
 */
public inline fun <C :MutableCollection<in Boolean>, Boolean> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
for (index in indices) { 
    list.add(get(index))
} return list
} 

* Returns a list containing elements at specified [indices].

 */

public fun ByteArray.slice(indices: IntRange): ByteArray {
    var result = ByteArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: IntRange): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: IntRange): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: IntRange): DoubleArray {
    var result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: IntRange): IntArray {
    var result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: IntRange): LongArray {
    var result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: IntRange): ShortArray {
    var result = ShortArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Char>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Boolean>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Boolean>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Double>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Double>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Float>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Long>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Int>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ArrayList<Short>(size) {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

*/
the specified [indices] range.

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emptyList(!n) if (n >= size) return toList(!n) \n if (n == 1) return listOf(this[0]) \n var count = 0 \n val list = ArrayList<Char>(n) \n for (item in this) \n if (count++ == n) \n break 
 list.add(item) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun ByteArray.takeLast(n: Int): List<Byte> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Byte>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun BooleanArray.takeLast(n: Int): List<Boolean> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Boolean>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun CharArray.takeLast(n: Int): List<Char> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Char>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun DoubleArray.takeLast(n: Int): List<Double> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Double>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun FloatArray.takeLast(n: Int): List<Float> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Float>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun IntArray.takeLast(n: Int): List<Int> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Int>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public inline fun LongArray.takeLast(n: Int): List<Long> \n { \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<Long>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public fun <T> Array<out T>.takeLast(n: Int): List<T> \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n if (n == 1) return listOf(this[size - 1]) \n val list = ArrayList<out T>(n) \n for (index in size - n until size) \n list.add(this[index]) \n return list \n } \n/**
 * Returns a list containing last [n] elements.
 */ 
public fun <T> Array<out T>.takeLast(n: Int) \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n return list \n } \n/**
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 * Returns a list containing last [n] elements.
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public fun <T> Array<out T>.takeLast(n: Int) \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n return list \n } \n/**
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public fun <T> Array<out T>.takeLast(n: Int) \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n return list \n } \n/**
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public fun <T> Array<out T>.takeLast(n: Int) \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n return list \n } \n/**
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 * Returns a list containing last [n] elements.
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public fun <T> Array<out T>.takeLast(n: Int) \n { \n require(n >= 0) \n { \n "Requested element count $n is less than zero." \n } \n if (n == 0) return emptyList() \n val size = size \n if (n >= size) return toList() \n return list \n }
0..midPoint) { n val tmp = this[index]
    this[index] = this[reverseIndex]
    reverseIndex--
} return list

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun <T> Array<out T>.reverse(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.reversedArray(): ByteArray {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversedArray(): IntArray {
    if (isEmpty()) return this
    val lastIndex = lastIndex
    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]
    return result
}
Returns an array with elements of this array in reversed order.

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* Returns an array with elements of this array in reversed order.
according to their natural sort order.

```kotlin
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun <T, R : Comparable<R>> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}

/**
 * Returns a list of all elements sorted according to the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>> Array<T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
public fun <T : Comparable<T>> Array<T>.sortedArrayArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(reverseOrder()) }
}
```

```kotlin
public fun ByteArray.sortedArrayArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun ShortArray.sortedArrayArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun IntArray.sortedArrayArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun LongArray.sortedArrayArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun FloatArray.sortedArrayArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun DoubleArray.sortedArrayArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
public fun CharArray.sortedArrayArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <T, R : Comparable<R>>
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to natural sort order.
 */
public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed()
}
natural sort order.

*\public fun ShortArray.sortedDescending(): List<Short> {\n    return copyOf().apply { sort() } reversed()\n}\n
*\public fun IntArray.sortedDescending(): List<Int> {\n    return copyOf().apply { sort() } reversed()\n}\n
*\public fun LongArray.sortedDescending(): List<Long> {\n    return copyOf().apply { sort() } reversed()\n}\n
*\public fun.FloatArray.sortedDescending(): List<Float> {\n    return copyOf().apply { sort() } reversed()\n}\n
*\public fun.DoubleArray.sortedDescending(): List<Double> {\n    return copyOf().apply { sort() } reversed()\n}\n
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*\public funCharArray.sortedDescending(): List<Char> {\n    return copyOf().apply { sort() } reversed()\n}\n
*\public funCharArray.sortedDescending(): List<Char> {\n    return copyOf().apply { sort() } reversed()\n}
override val size: Int get() = this@asList.size
override fun isEmpty(): Boolean = this@asList.isEmpty()
override fun contains(element: Char): Boolean = this@asList.contains(element)
override fun get(index: Int): Char = this@asList[index]
override fun indexOf(element: Char): Int = this@asList.indexOf(element)
override fun lastIndexOf(element: Char): Int = this@asList.lastIndexOf(element)

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.1")
@Suppress("UNUSED_PARAMETER")
public infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
}
BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
} * Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.

* @SinceKotlin("1.1") @Library("arrayEquals") @Suppress("UNUSED_PARAMETER") Unpublic infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun ByteArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun ShortArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun IntArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun LongArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun FloatArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun DoubleArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun BooleanArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun CharArray.contentHashCode(): Int {
    definedExternally
} * Returns a hash code based on the contents of this array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayHashCode") Unpublic fun CharArray.contentHashCode(): Int {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun <T> Array<out T>.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun ByteArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun ShortArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun IntArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun LongArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun FloatArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun DoubleArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is [List].

* @SinceKotlin("1.1") @Library("arrayToString") Unpublic fun BooleanArray.contentToString(): String {
    definedExternally
} * Returns a string representation of the contents of the specified array as if it is
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@sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.1")
@library("arrayToString")
public fun CharArray.contentToString(): String {
    return this.asDynamic().slice(0).toString() * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun <T> Array<T>.copyOf(): Array<T> {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice(0)) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun DoubleArray.copyOf(): DoubleArray {
    return withType("DoubleArray", this.asDynamic().slice(0)) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun BooleanArray.copyOf(): BooleanArray {
    return withType("BooleanArray", this.asDynamic().slice(0)) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun CharArray.copyOf(): CharArray {
    return withType("CharArray", this.asDynamic().slice(0)) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOf(): Array<String> {
    return this.asDynamic().slice(0) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOfRange(fromIndex: Int, toIndex: Int): Array<String> {
    return this.asDynamic().slice(fromIndex, toIndex) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOfRange(fromIndex: Int, toIndex: Int): Array<String> {
    return this.asDynamic().slice(fromIndex, toIndex) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOfRange(fromIndex: Int, toIndex: Int): Array<String> {
    return this.asDynamic().slice(fromIndex, toIndex) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOfRange(fromIndex: Int, toIndex: Int): Array<String> {
    return this.asDynamic().slice(fromIndex, toIndex) * Returns new array which is a copy of the original array.
}

@ Suppress("NOTHING_TO_INLINE")
public inline fun Array<String>.copyOfRange(fromIndex: Int, toIndex: Int): Array<String> {
    return this.asDynamic().slice(fromIndex, toIndex) * Returns new array which is a copy of the original array.
fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 * @returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 * @returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun String.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 * @returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun ByteArray.plus(element: Byte): ByteArray
    = plus(byteArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun ShortArray.plus(element: Short): ShortArray
    = plus(shortArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun IntArray.plus(element: Int): IntArray
    = plus(intArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun LongArray.plus(element: Long): LongArray
    = plus(longArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun FloatArray.plus(element: Float): FloatArray
    = plus(floatArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun DoubleArray.plus(element: Double): DoubleArray
    = plus(doubleArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun BooleanArray.plus(element: Boolean): BooleanArray
    = plus(booleanArrayOf(element))

/**
 * Returns an array containing all elements of the original array and then the given [element].
 * @returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public inline operator fun CharArray.plus(element: Char): CharArray
    = plus(charArrayOf(element))
operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) + 4
} *\noperator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) + 4
} *\noperator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) + 4
} *\noperator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) + 4
} *\noperator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements) + 4
} *\n@Suppress("NOTHING_TO_INLINE")
public inline operator fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element)) + 4
} *\n@library("primitiveArraySort")
public fun IntArray.sort(): Unit {
    definedExternally
} *\n@library("primitiveArraySort")
public fun LongArray.sort(): Unit {
    if (size > 1) { sort { a: Long, b: Long -> a.compareTo(b) } }
} *\n@library("primitiveArraySort")
public fun ByteArray.sort(): Unit {
    definedExternally
} *\n@library("primitiveArraySort")
public fun ShortArray.sort(): Unit {
    definedExternally
} *\n@library("primitiveArraySort")
public fun DoubleArray.sort(): Unit {
    definedExternally
} *\n@library("primitiveArraySort")
public fun FloatArray.sort(): Unit {
    definedExternally
}
/* @library("primitiveArraySort") */
public fun CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 */
public fun <T: Comparable<T>> Array<T>.sort(): Unit {
    if (size > 1)
        sort { a: T, b: T -> a.compareTo(b) }
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sort(noinline comparison: (a: T, b: T) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 */
public fun Array<out Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public fun Array<out Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Char containing all of the elements of this generic array.
 */
public fun Array<out Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public fun Array<out Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Float containing all of the elements of this generic array.
 */
public fun Array<out Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Int containing all of the elements of this generic array.
 */
public fun Array<out Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Long containing all of the elements of this generic array.
 */
public fun Array<out Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns an array of Short containing all of the elements of this generic array.
 */
public fun Array<out Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    for (index in indices)
        result[index] = this[index]
    return result
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun ByteArray.toTypedArray(): Array<Byte> {
    return js("["]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
public fun ShortArray.toTypedArray(): Array<Short> {
    return js("["]").slice.call(this)
}
elements of this primitive array.

 */
public fun IntArray.toTypedArray(): Array<Int> {
    return js("\["]").slice.call(this).\n    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public fun LongArray.toTypedArray(): Array<Long> {
    return copyOf().unsafeCast<Array<Long>>(\n        js("\["]").slice.call(this).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public fun FloatArray.toTypedArray(): Array<Float> {
    return js("\["]").slice.call(this).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public fun DoubleArray.toTypedArray(): Array<Double> {
    return js("\["]").slice.call(this).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public fun BooleanArray.toTypedArray(): Array<Boolean> {
    return copyOf().unsafeCast<Array<Boolean>>(\n        js("\["]").slice.call(this).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public fun CharArray.toTypedArray(): Array<Char> {
    return Array<Char>(size, \n        i -> this[i])
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public inline fun <T, K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(capacity),
        transform).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public inline fun <T, K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(capacity),
        transform).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public inline fun <T, K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(capacity),
        transform).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 } *public inline fun <T, K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(capacity),
        transform).
    \n    * Returns a *typed* object array containing all of the elements of this primitive array.

 }
map.<ln * 

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

* Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.

* If any of two pairs would have the same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

* The returned map preserves the entry iteration order of the original array.

*public inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)
}

* Returns a [Map] containing the elements from the given array indexed by the key returned from [keySelector] function applied to each element.

* If any two elements would have the same key returned by [keySelector] the last one gets added to
the map.

* The returned map preserves the entry iteration order of the original array.

```java
public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}
```

```java
public inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)
}
```

```java
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```java
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
}
```

```java
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```java
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```
keySelector, valueTransform)\n\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: BooleanArray.\n\n** Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* The returned map preserves the entry iteration order of the original array.\n* public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: CharArray.\n\n** Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and returns the [destination] mutable map with key-value pairs,\n* where key is provided by the [keySelector] function applied to each element of the given array.\n* and value is the element itself.\n* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {\n\n* for (element in this) {\n\n* destination.put(keySelector(element), element)\n\n* return destination\n* Populates and
returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function
 applied to each element of the given array,\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map,\n */
public inline fun <K, M : 
MutableMap in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function applied to each element of the given array,\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, M : 
MutableMap in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <T, K, V, M : 
MutableMap in K, in V>> Array<
T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : 
MutableMap in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : 
MutableMap in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : 
MutableMap in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : 
MutableMap in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the 
[keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : 
MutableMap in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }
    return destination\n}
same key returned by [keySelector] the last one gets added to the map.

*/

/**
 * Associates by transform applied to elements of the given array. If two elements would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Associates by transform applied to elements of the given array. If two elements would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Associates by transform applied to elements of the given array. If two elements would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Associates by transform applied to each element of the given array. If two pairs would have the
same key the last one gets added to the map.
 */

public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```kotlin
BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

Array.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))(destination)
}

CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList<Char>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))(destination)
}

ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList<Byte>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))(destination)
}

IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList<Int>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))(destination)
}

ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList<Short>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))(destination)
}

LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList<Long>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))(destination)
}

CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList<Char>()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}
```

Set<Float> { return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
        toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> { return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
        toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> { return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
        toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a \[Set\] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toSet(): Set<Char> { return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
        toCollection(LinkedHashSet<Char>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array.
 */
public inline fun <R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C { return (for (element in this) { val list = transform(element) destination.addAll(list) })
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 */
public inline fun <T, R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C { return (for (element in this) { val list = transform(element) destination.addAll(list) })
}

/**
 * Returns a single list of all elements yielded from results of \[transform\] function being invoked on each element of original array, to the given \[destination\].
 */
public inline fun <T, R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C { return (for (element in this) { val list = transform(element) destination.addAll(list) })
}
for (element in this) {
   val list = transform(element)
   destination.addAll(list)
}
return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked
 * on each element of original array, to the given [destination].
 */
fun <R, C : Collection<R>> List<R>.flatMapTo(destination: C, transform: (R) -> C): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given 
 * [keySelector] function when applied to each element and returns a map 
 * where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given 
 * [keySelector] function when applied to each element and returns a map 
 * where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
fun <T, K> List<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}
original array by the key returned by the given [keySelector] function
applied to each element and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array.

@sample samples.collections.Collections.Transformations.groupBy

public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>>
{
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given
 * [keySelector] function applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>>
{
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given
 * [keySelector] function applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
public inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>
{
    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given
 * [keySelector] function applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupBy
*/
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Character>>
{
    return groupByTo(LinkedHashMap<K, MutableList<Character>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the
 * element and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>
{
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the
 * element and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>>
{
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the
 * element and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>
{
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied
to each element of the original array
 * by the key returned by the given [keySelector] function applied to the
 * element and returns a map where each group key is associated with a list of corresponding values.
The returned map preserves the entry iteration order of the keys produced
from the original array.

@sample samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V>
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

public inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

public inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>>

public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>

public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>
Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <T, K : Comparable<T>, M : MutableMap<K, MutableList<T>>> List<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n
```kotlin
fun <K, M : MutableMap<K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```
MutableMap<in K, MutableList<V>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by
 * the key returned by the given [keySelector] function applied to the element * and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
list of corresponding values.

* @return The [destination] map.

* @sample

samples.collections.Collections.Transformations.groupByKeysAndValues

*/
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<V>() } list.add(valueTransform(element)) } return destination }
the given [transform] function\n * to each element and its index in the original array:\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination\n}

/**
 * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(index++, item))\n    }\n    return destination\n}
this)\n    destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nIntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nLongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nFloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nDoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nBooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nCharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)\n        destination.add(transform(index++, item))\n    return destination
} * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
} * Applies the given [transform] function to each element in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    var index = 0
    forEach { element -> transform(element)?: let { destination.add(it) } }\n    return destination
} * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>\nByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)\n        destination.add(transform(item))\n    return destination
} * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
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    for (item in this)\n        destination.add(transform(item))\n    return destination
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    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a lazy [Iterable] of [IndexedValue] for each element of the original array.
 */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator()
}
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
The elements in the resulting list are in the same order as they were in the source array.

\n
\n
public fun IntArray.distinct(): List<Int> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Int>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ByteArray.distinct(): List<Byte> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Byte>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Double>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Float>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Long>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short> { \n\n    val set = HashSet<K>() \n    val list = ArrayList<Short>() \n    for (e in this) { \n        val key = selector(e) \n        if (set.add(key)) \n            list.add(e) \n    } \n    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> { \n\n    return this.toMutableSet().toList() \n}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun DoubleArray.distinct(): List<Double> { \n\n    return this.toMutableSet().toList() \n}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun FloatArray.distinct(): List<Float> { \n\n    return this.toMutableSet().toList() \n}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> { \n\n    return this.toMutableSet().toList() \n}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun ShortArray.distinct(): List<Short> { \n\n    return this.toMutableSet().toList() \n}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun CharArray.distinct(): List<Char> { \n\n    return this.toMutableSet().toList() \n}
List<Char> {\n    val set = HashSet<Char>()\n    val list = ArrayList<Char>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

ArrayList<Char>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<Boolean> {\n    val set = HashSet<Boolean>()\n    val list = ArrayList<Boolean>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Byte> {\n    val set = HashSet<Byte>()\n    val list = ArrayList<Byte>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Double> {\n    val set = HashSet<Double>()\n    val list = ArrayList<Double>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Float> {\n    val set = HashSet<Float>()\n    val list = ArrayList<Float>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Long> {\n    val set = HashSet<Long>()\n    val list = ArrayList<Long>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Short> {\n    val set = HashSet<Short>()\n    val list = ArrayList<Short>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<T> {\n    val set = HashSet<T>()\n    val list = ArrayList<T>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list\n}

List<Char> {\n    val set = HashSet<Char>()\n    val list = ArrayList<Char>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<Byte> {\n    val set = HashSet<Byte>()\n    val list = ArrayList<Byte>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
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List<Double> {\n    val set = HashSet<Double>()\n    val list = ArrayList<Double>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<Float> {\n    val set = HashSet<Float>()\n    val list = ArrayList<Float>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<Long> {\n    val set = HashSet<Long>()\n    val list = ArrayList<Long>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<Short> {\n    val set = HashSet<Short>()\n    val list = ArrayList<Short>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}

List<T> {\n    val set = HashSet<T>()\n    val list = ArrayList<T>()\n    for (e in this) {\n        val key = selector(e)\n        if (set.add(key)) {\n            list.add(e)\n        }\n    }\n    return list
}
preserves the element iteration order of the original array.

Returns a set containing all elements that are contained by this array and not contained by the specified collection.

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The returned set preserves the element iteration order of the original array.
original array.

Those elements of the [other] collection that are unique are iterated in the end

in the order of the [other] collection.

Returns a set containing all distinct elements from both collections.

The returned set preserves the element iteration order of the original array.

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in the order of the [other] collection.

Returns a set containing all distinct elements from both collections.

The returned set preserves the element iteration order of the original array.

Those elements of the [other] collection that are unique are iterated in the end

in the order of the [other] collection.
element.

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun IntArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun LongArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun CharArray.any(): Boolean {
    return isEmpty() || any()
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return isEmpty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    return empty() ? 0 : count()
}

@kotlin.internal.InlineOnly
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    return empty() ? 0 : count()
}
```

(element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to
current accumulator value and each element.
 */
public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0

var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R, T, acc: R> ByteArray.foldIndexed(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R, T) -> R): R {
    var index = lastIndex
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
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public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

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* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.
accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <R> Array<out T>.foldRightIndexed(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}  // *Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

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from right to left \( n \) to each element with its index in the original array and current accumulator value.

@public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, accumulator)\rightarrow R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (element in this)
        action(element)
}

public fun <T> Array<out T>.forEachIndexed(action: ((T, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun ByteArray.forEachIndexed(action: ((Byte, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun ShortArray.forEachIndexed(action: ((Short, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun IntArray.forEachIndexed(action: ((Int, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun LongArray.forEachIndexed(action: ((Long, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun FloatArray.forEachIndexed(action: ((Float, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun DoubleArray.forEachIndexed(action: ((Double, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun BooleanArray.forEachIndexed(action: ((Boolean, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun CharArray.forEachIndexed(action: ((Char, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

public fun <T> Array<out T>.forEachIndexedReverse(action: ((T, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun ByteArray.forEachIndexedReverse(action: ((Byte, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun ShortArray.forEachIndexedReverse(action: ((Short, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun IntArray.forEachIndexedReverse(action: ((Int, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun LongArray.forEachIndexedReverse(action: ((Long, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun FloatArray.forEachIndexedReverse(action: ((Float, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun DoubleArray.forEachIndexedReverse(action: ((Double, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun BooleanArray.forEachIndexedReverse(action: ((Boolean, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun CharArray.forEachIndexedReverse(action: ((Char, Int) -> Unit)): Unit {
    for (index in this.size - 1 downTo 0)
        action(this[index], index)
}

public fun <T> Array<out T>.foldRightIndexed(initial: T, operation: ((T, Int, T) -> T)): T {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun ByteArray.foldRightIndexed(initial: Byte, operation: ((Byte, Int, Byte) -> Byte)): Byte {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun ShortArray.foldRightIndexed(initial: Short, operation: ((Short, Int, Short) -> Short)): Short {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun IntArray.foldRightIndexed(initial: Int, operation: ((Int, Int, Int) -> Int)): Int {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun FloatArray.foldRightIndexed(initial: Float, operation: ((Float, Int, Float) -> Float)): Float {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun DoubleArray.foldRightIndexed(initial: Double, operation: ((Double, Int, Double) -> Double)): Double {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun BooleanArray.foldRightIndexed(initial: Boolean, operation: ((Boolean, Int, Boolean) -> Boolean)): Boolean {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

public fun CharArray.foldRightIndexed(initial: Char, operation: ((Char, Int, Char) -> Char)): Char {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(accumulator, get(index))
        --index
    }
    return accumulator
}

open fun <T> Array<out T>.forEachIndexed(action: ((T, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun ByteArray.forEachIndexed(action: ((Byte, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun ShortArray.forEachIndexed(action: ((Short, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun IntArray.forEachIndexed(action: ((Int, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun LongArray.forEachIndexed(action: ((Long, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun FloatArray.forEachIndexed(action: ((Float, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun DoubleArray.forEachIndexed(action: ((Double, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun BooleanArray.forEachIndexed(action: ((Boolean, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}

open fun CharArray.forEachIndexed(action: ((Char, Int) -> Unit)): Unit {
    for (index in 0 until this.size)
        action(this[index], index)
}
fun IntArray.max(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun ShortArray.max(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

fun <T : Comparable<T>> Array<out T>.max(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

fun Array<out Float>.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

fun Array<out Double>.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    for (item in this) action(index++, item)
}

fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    for (item in this) action(item)
}

fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (item in this) action(item)
}

fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (item in this) action(item)
}

fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (item in this) action(item)
}

fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (item in this) action(item)
}

fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (item in this) action(item)
}

fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (item in this) action(item)
}

fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (item in this) action(item)
}

fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}

fun <Int> Array<out Int>.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

fun <Int> Array<out Int>.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)
}
n
var max = this[0]
for (i in 1...lastIndex) {
    val e = this[i]
    if (max < e) max = e
}

return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1...lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1...lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1...lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1...lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun Array<out T>.maxBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1...lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
function or `null` if there are no elements.

```
CharArray.maxBy(selector: (Char) -> R): Char? { if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxValue = e
            maxElem = this[i]
        }
    }
    return maxElem
}
```

```
ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) { 
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```
CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var min = this[0]
    var minValue = selector(min)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minValue = e
            min = this[i]
        }
    }
    return min
}
```

```
ByteArray.minWith(compareTo: (Byte, Byte) -> Int): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    var minValue = selector(min)
    for (i in 1..lastIndex) { 
        val e = this[i]
        val v = selector(e)
        if (minValue > v) minValue = e
        if (comparator.compare(min, e) < 0) min = e
    }
    return min
}
```
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```kotlin
public inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    var minValue = selector(min)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            min = e
            minValue = v
        }
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```
isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun CharArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun FloatArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun LongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun IntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun ShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun ByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
public fun <T> Array<out T>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] val v = selector(e) if (minValue > v) { minValue = v
    } return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntegerArray.minWith(comparator: Comparator<in Integer>): Integer? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (comparator.compare(min, e) > 0) min = e
    } return min
}

**
accumulator, this[index])
    }\n} return accumulator

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param operation function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * @param accumulator\n */
private inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param operation\n */
private inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param operation\n */
private inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun <S, T: S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @param operation\n */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.

```kotlin
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun <S, T: S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value, and calculates the next accumulator value.
and applying [operation] from right to left

* to each element with its index in the original array and current accumulator value.\n
* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/

public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element
 * and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.\n
* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/

public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element
 * and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.\n
* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/

public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element
 * and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.\n
* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.\n*/

public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to
each element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n
* @param [selector] function applied to each element in the array.\n*/

public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
function applied to each element in the array.

```kotlin
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

Returns the sum of all values produced by [selector] function applied to each element in the array.
elements of both collections with same indexes. List has length of shortest collection.

```
public infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

/**
 * Returns a list of pairs built from elements of both collections with same indexes. List has length of shortest collection.
 */
public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

/**
 * Returns a list of pairs built from elements of both collections with same indexes. List has length of shortest collection.
 */
public infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} 

/**
 * Returns a list of values built from elements of both collections with same indexes using provided [transform]. List has length of shortest collection.
 */
public *\n*inklin inline fun <T, R, V> ArrayOut<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> { 
    var arraySize = size
    val list = 
    return list
} 
```


of shortest collection.

*/

public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from elements of both collections with same indexes.
 */
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from elements of both collections with same indexes.
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |

    if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)

    buffer.appendElement(element, transform)
        } else break
    } |
/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator()}
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being
 * traversed.
 */
public fun <T> Array<out T>.asTraversable(): Traversable<T> = asIterable().asTraversable()

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Char) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Boolean) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Short) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Byte) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Int) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Long) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Double) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((Float) -> CharSequence)): String {
    return transform(serializer()).toString()
}

/**
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
 * [limit] elements will be appended, followed by the [truncated] string (which defaults to "...")
 */
public fun <T> Collection<in T>.joinTo(StringBuilder(), separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int, truncated: CharSequence, transform: ((CharSequence) -> CharSequence)): String {
    return transform(serializer()).toString()
}
iterated.
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Creates an 
 array returning its elements when being iterated.
 */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
```kotlin
array.

public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}

public fun Array<out Int>.average(): Double {
    var sum: Int = 0
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}

public fun Array<out Long>.average(): Long {
    var sum: Long = 0L
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}

public fun Array<out Float>.average(): Float {
    var sum: Float = 0.0f
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns an average value of elements in the array.
 */
public fun Array<out Byte>.average(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    return if (count == 0) Double.NaN else sum / count
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0L
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    return sum
}
```

```kotlin
/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    return sum
}
```
Int = 0\n for (element in this) \{|n sum += element\n |\n return sum\n |\n *
 * Returns the sum of all elements in the array.\n * @public fun LongArray.sum(): Long \{|n var sum: Long = 0L\n for (element in this) \{|n sum += element\n |\n return sum\n |\n *
 * Returns the sum of all elements in the array.\n * @public fun FloatArray.sum(): Float \{|n var sum: Float = 0.0f\n for (element in this) \{|n sum += element\n |\n return sum\n |\n *
 * Returns the sum of all elements in the array.\n * @public fun DoubleArray.sum(): Double \{|n var sum: Double = 0.0f\n for (element in this) \{|n sum += element\n |\n return sum\n |\n *
 /*
 * Copyright 2010-2017 JetBrains s.r.o. \n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n * \n * http://www.apache.org/licenses/LICENSE-2.0\n * \n * Unless required by applicable law or agreed to in writing,\n * software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */

package kotlin.collections

/**
 * Provides a skeletal implementation of the \[MutableList\] interface.\n */
protected class AbstractMutableList<E> protected constructor() : AbstractCollection<E>(), MutableList<E> {

override fun add(index: Int, element: E): Boolean {
    return addAt(index, element)
}

override fun addAll(index: Int, elements: Collection<E>): Boolean {
    var _index = index
    var changed = false
    for (e in elements) {
        add(_index++, e)
        changed = true
    }
    return changed
}

override fun clear() {
    removeRange(0, size)
}

override fun contains(element: E): Boolean = indexOf(element) >= 0

override fun indexOf(element: E): Int {
    for (index in 0..lastIndex) {
        if (get(index) == element) {
            return index
        }
    }
    return -1
}

override fun lastIndexOf(element: E): Int {
    for (index in lastIndex downTo 0) {
        if (get(index) == element) {
            return index
        }
    }
    return -1
}

override fun removeRange(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)

/**
 * Removes the range of elements from this list
/**
 * Returns an empty new [HashMap].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs
 * where the first component is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 */
Entries of the map are iterated in the order they were specified.

Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is equivalent to the Collection constructor for HashSet, (c.size()/.75f) + 1, but provides further optimisations for very small or very large sizes, allows support non-collection classes, and provides consistency for all map based class construction.

@PublishedApi
internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) { return expectedSize + 1
    } else if (expectedSize < INT_MAX_POWER_OF_TWO) { return expectedSize + expectedSize / 3
    } else { return Int.MAX_VALUE // any large value
    }
}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1

/** Returns `true` if this map is not empty. */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isEmpty(): Boolean = false

/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
 * Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean = this.containsValue(value)

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 * Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.
 */
@Suppress("UNCHECKED_CAST")
@kotlin.internal.InlineOnly
public inline fun <K, V> MutableMap<K, V>.remove(key: K): V?

/**
 * Allows to use destructuring declarations when working with maps, for example:
 * for ((key, value) in map)
 */

operator fun <K, V> Map.Entry<K, V>.component1(): K = key

operator fun <K, V> Map.Entry<K, V>.component2(): V = value

fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

    = get(key) ?: defaultValue()

    = get(key) as V ?: defaultValue()

fun <K, V> Map<K, V>.getValue(key: K): V
    = getOrImplicitDefault(key)

    = getOrPut(key, defaultValue)

fun <K, V> Map<out K, V>.iterator(): Iterator<Map.Entry<K, V>>
    = entries.iterator()

fun <K, V> MutableMap<in K, V>.putAll(pairs: Array<Pair<K, V>>): Unit
    = pairs.forEach { put(it.first, it.second) }

fun <K, V> Map<out K, V>.putAll(pairs: Collection<Pair<K, V>>): Unit
    = pairs.forEach { put(it.first, it.second) }

fun <K, V> Map<out K, V>.putAll(pairs: Sequence<Pair<K, V>>): Unit
    = pairs.forEach { put(it.first, it.second) }

fun <K, V> Map<out K, V>.keysTo(destination: M, transform: (K) -> V): List<V>
    = keys.map { transform(it) }

fun <K, V> Map<out K, V>.valuesTo(destination: M, transform: (V) -> K): List<K>
    = values.map { transform(it) }

fun <K, V> Map<out K, V>.transformsTo(destination: M, transform: (K, V) -> Unit): Unit
    = entries.forEach { transform(it.key, it.value) }

fun <K, V> Map<out K, V>.values(transform: (V) -> Unit): Unit
    = values.forEach { it.value.accept(transform) }

fun <K, V> Map<out K, V>.keys(transform: (K) -> Unit): Unit
    = keys.forEach { it.key.accept(transform) }

fun <K, V> Map<out K, V>.forEachOverEntries(transform: (K, V) -> Unit): Unit
    = entries.forEach { transform(it.key, it.value) }

fun <K, V> Map<out K, V>.forEachOverKeys(transform: (K) -> Unit): Unit
    = keys.forEach { transform(it) }

fun <K, V> Map<out K, V>.forEachOverValues(transform: (V) -> Unit): Unit
    = values.forEach { transform(it) }

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransform: (K) -> V, valueTransform: (V) -> K): Unit
    = entries.forEach { associateByTo(destination, it.key, it.value, keyTransform, valueTransform) }

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = entries.forEach { associateByTo(destination, it.key, it.value, keyTransformer, valueTransformer) }

fun <K, V> Map<out K, V>.associateByTo(destination: M, key: K, value: V): Unit
    = associateByTo(destination, key, value)

fun <K, V> Map<out K, V>.associateByTo(destination: M, key: K, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, key, valueTransformer)

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, value: V): Unit
    = associateByTo(destination, keyTransformer, value)

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, keyTransformer, valueTransformer)

fun <K, V> Map<out K, V>.associateByTo(destination: M, key: K, value: V, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, key, keyTransformer, value, valueTransformer)

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, keyTransformer, valueTransformer)

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, keyTransformer, valueTransformer)

fun <K, V> Map<out K, V>.associateByTo(destination: M, keyTransformer: (K) -> V, valueTransformer: (V) -> K): Unit
    = associateByTo(destination, keyTransformer, valueTransformer)
R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this
 * and the values of this map. * Returns a map containing all key-value pairs with keys matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @returns The returned map preserves the entry iteration order of the original map.
 */
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this
 * and the values of this map. * Returns a map containing all key-value pairs with keys matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @returns The returned map preserves the entry iteration order of the original map.
 */
    return filterNotTo(LinkedHashMap<in K, in V>()).mapCapacity(size), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this
 * and the values of this map. * Returns a map containing all key-value pairs with keys matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @returns The returned map preserves the entry iteration order of the original map.
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new Map containing all key-value pairs not matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @returns The returned map preserves the entry iteration order of the original map.
 */
    return filterNotTo(LinkedHashMap<in K, in V>(), predicate) // .optimizeReadOnlyMap()
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
        = destination.apply { putAll(this@toMap) }

/**
 * Returns a new Map containing all key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
public fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when(size) {
    0 -> emptyMap()
    1 -> mapOf(if (this is List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = when(size) {
    0 -> emptyMap()
    1 -> mapOf(if (this is List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
public fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> = when(size) {
    0 -> emptyMap()
    1 -> mapOf((this as List).first())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
public fun <K, V> Array<Pair<K, V>>.toMap(): Map<K, V> = when(size) {
    0 -> emptyMap()
    1 -> mapOf((this as List).first())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.
 * The returned map preserves the entry iteration order of the original collection.
 * @returns The returned map preserves the entry iteration order of the original collection.
 */
public fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when(size) {
    0 -> emptyMap()
    1 -> mapOf((this as List).first())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))

iteration order of the original sequence.

```kotlin
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

Returns a new read-only map containing all key-value pairs from the original map.

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(.destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

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 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
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public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
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 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
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public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
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public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

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 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
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/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.

```kotlin
/**
 * Returns a new read-only map containing all key-value pairs from the given sequence of pairs.
 */
public fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
 */
public fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M = destination.apply { putAll(this@toMap) }
```

The returned map preserves the entry iteration order of the original map.
containing all entries of the original map except those entries in * the keys of which are contained in the given [keys] collection.

@SinceKotlin("1.1") public operator fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> = this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap() * Returns a map containing all entries of the original map except those entries in * the keys of which are contained in the given [keys] array.

@SinceKotlin("1.1") public operator fun <K, V> Map<out K, V>.minus(keys: Array<out K>): Map<K, V> = this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap() * Returns a map containing all entries of the original map except those entries in * the keys of which are contained in the given [keys] sequence.

@SinceKotlin("1.1") public operator fun <K, V> Map<out K, V>.minus(keys: Sequence<K>): Map<K, V> = this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap() * Returns a map containing all entries of the original map except those entries in * the keys of which are contained in the given [keys] collection from this mutable map.

@SinceKotlin("1.1") inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) = remove(key)

@SinceKotlin("1.1") inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) = this.keys.removeAll(keys)

@SinceKotlin("1.1") inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) = this.keys.removeAll(keys)

@SinceKotlin("1.1") inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) = this.keys.removeAll(keys)

@PublishedApi internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this}

/* Not available on platform: JS */

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableSet] interface.
 *
 * @param E the type of elements contained in the set. The set is invariant on its element type.
 */
public abstract class AbstractMutableSet<E> protected constructor() : AbstractMutableCollection<E>(), MutableSet<E> {

    /**
     * Compares this set with another set instance with the unordered structural equality.
     * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return AbstractSet.setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)

}
increment" concepts.

```
increment" concepts.

```

```
/*
 * Copyright 2010-2016 JetBrains s.r.o.
 *
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 * you may not use this file except in compliance with the License.
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 * http://www.apache.org/licenses/LICENSE-2.0
 *
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 * software distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     * @param value1 Any?
     * @param value2 Any?
     * @return Boolean
     */
    fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the hash code of a given key.
     * @param key Any
     * @return Int
     */
    fun hashCode(key: Any): Int
}
```

```
/*
 * Copyright 2010-2016 JetBrains s.r.o.
 *
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 * you may not use this file except in compliance with the License.
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 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing,
 * software distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */
```

```
println("Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2197")
```

```
println("Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2197")
```
kotlin.collections.Map.Entry

```
/**
 * Hash table based implementation of the [MutableMap] interface.
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 */

open class HashMap<K, V> : AbstractMutableMap<K, V> {

    inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw

        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = contained(element)

        override operator fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty [HashMap] instance.
     */
    constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    /**
     * Constructs an empty [HashMap] instance.
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    constructor(initialCapacity: Int, loadFactor: Float = 0f) : this() {
        require(initialCapacity >= 0) { "Negative initial capacity" }
        require(loadFactor >= 0) { "Non-positive load factor" }
    }

    /**
     * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
     */
    constructor(original: Map<out K, V>) : this() {
        this.putAll(original)
    }

    override fun clear() {
        internalMap.clear()
    }

    override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    override fun containsValue(value: V): Boolean = internalMap.values.any { equality.equals(it, value) }

    private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() {
        if (_entries == null) {
            _entries = createEntrySet()
        }
        return _entries!!
    }

    protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

    override operator fun get(key: K): V? = internalMap.get(key)

    override fun put(key: K, value: V): V? = internalMap.put(key, value)

    override fun remove(key: K): V? = internalMap.remove(key)

    override val size: Int get() = internalMap.size
}
```

```
return contains(element)\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or
throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.\n */\npublic fun <T>
Iterable<T>.elementAt(index: Int): T {\n if (this is List)\n
return get(index)\n return
elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Collection doesn't contain element at index
$index.\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if
the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>
List<T>.elementAt(index: Int): T {\n return get(index)\n}\n\n/**\n * Returns an element at the given [index] or
the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.\n */\npublic fun
<T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n if (this is List)\n
return
this.getOrElse(index, defaultValue)\n if (index < 0)\n
return defaultValue(index)\n val iterator = iterator()\n
var count = 0\n while (iterator.hasNext()) {\n
val element = iterator.next()\n
if (index == count++)\n
return element\n }\n return defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the
result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) ->
T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this collection.\n */\npublic fun <T>
Iterable<T>.elementAtOrNull(index: Int): T? {\n if (this is List)\n
return this.getOrNull(index)\n if (index <
0)\n
return null\n val iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n
val element =
iterator.next()\n
if (index == count++)\n
return element\n }\n return null\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this list.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrNull(index: Int): T? {\n return
this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.find(predicate: (T) ->
Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n
*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {\n return
lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the collection
is empty.\n */\npublic fun <T> Iterable<T>.first(): T {\n when (this) {\n
is List -> return this.first()\n
else
-> {\n
val iterator = iterator()\n
if (!iterator.hasNext())\n
throw
NoSuchElementException(\"Collection is empty.\")\n
return iterator.next()\n
}\n }\n}\n\n/**\n *
Returns first element.\n * @throws [NoSuchElementException] if the list is empty.\n */\npublic fun <T>
List<T>.first(): T {\n if (isEmpty())\n
throw NoSuchElementException(\"List is empty.\")\n return
this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws
[NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Iterable<T>.first(predicate: (T)
-> Boolean): T {\n for (element in this) if (predicate(element)) return element\n throw
NoSuchElementException(\"Collection contains no element matching the predicate.\")\n}\n\n/**\n * Returns the
first element, or `null` if the collection is empty.\n */\npublic fun <T> Iterable<T>.firstOrNull(): T? {\n when
(this) {\n
is List -> {\n
if (isEmpty())\n
return null\n
else\n
return this[0]\n
}\n
else -> {\n
val iterator = iterator()\n
if (!iterator.hasNext())\n
return null\n
return iterator.next()\n
}\n }\n}\n\n/**\n * Returns the first element, or `null` if the list is empty.\n */\npublic
fun <T> List<T>.firstOrNull(): T? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T>
Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return
element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <=

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Returns the last element, or ‘null’ if the list is empty.

```kotlin
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    return last
}
```

Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    return last
}
```

Returns the last element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (predicate(element)) return element
    }
    return null
}
```

Returns the single element, or throws an exception if the collection is empty or has more than one element.

```kotlin
public fun <T> Iterable<T>.single(): T {
    when (this) {
        is List -> return if (size == 1) this[0] else null
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            val single = iterator.next()
            if (predicate(single))
                return single
            throw IllegalArgumentException("Collection contains more than one element.")
        }
    }
}
```

Returns the single element, or throws an exception if the list is empty or has more than one element.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
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    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.

```kotlin
public fun <T> List<T>.single(): T {
    return if (size == 1) this[0] else null
}
```

Returns the single element matching the given [predicate], or ‘null’ if no such element was found.
emptyList()\n    return ArrayList<T>(expectedSize).apply { \n        while (iterator.hasNext())\n            add(iterator.next())\n        }\n    }\n}  

/**\n * Returns a list containing first elements satisfying the given \[predicate\].\n */\npublic fun <T> List<T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n    val list = ArrayList<T>()\n    for (item in this) {\n        if (!predicate(item))\n            break\n        list.add(item)\n    }\n    return list\n}  

/**\n * Reverses elements in the list in-place.\n */\npublic fun <T> MutableList<T>.reverse(): Unit {\n    val midPoint = (size / 2) - 1\n    if (midPoint < 0) return\n    var reverseIndex = lastIndex\n    for (index in 0..midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }\n}  

/**\n * Returns a list with elements in reversed order.\n */\npublic fun <T> MutableList<T>.toReversed(): List<T> {\n    val list = ArrayList<T>()\n    for (item in this) {\n        list.add(item)\n    }\n    return list\n}  

/**\n * Sorts elements in the list in-place descending according to their natural sort order.\n */\npublic fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n    sortWith(reverseOrder())\n}  

/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {\n    if (this is Collection && size <= 1) return toList()\n    return toMutableList().sortDescending()\n}  

/**\n * Returns an array of Boolean containing all of the elements of this collection.\n */\npublic fun Collection<Boolean>.toBooleanArray(): BooleanArray {\n    val result = BooleanArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns an array of Byte containing all of the elements of this collection.\n */\npublic fun Collection<Byte>.toByteArray(): ByteArray {\n    val result = ByteArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns an array of Char containing all of the elements of this collection.\n */\npublic fun Collection<Char>.toCharArray(): CharArray {\n    val result = CharArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns an array of Double containing all of the elements of this collection.\n */\npublic fun Collection<Double>.toDoubleArray(): DoubleArray {\n    val result = DoubleArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns an array of Float containing all of the elements of this collection.\n */\npublic fun Collection<Float>.toFloatArray(): FloatArray {\n    val result = FloatArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns an array of Int containing all of the elements of this collection.\n */\npublic fun Collection<Int>.toIntArray(): IntArray {\n    val result = IntArray(size)\n    var index = 0\n    for (element in this) {\n        result[index++] = element\n    }\n    return result\n}  

/**\n * Returns a list of Boolean containing all of the elements of this collection.\n */\npublic fun Collection<Boolean>.toList(): List<Boolean}  

/**\n * Returns a list of Byte containing all of the elements of this collection.\n */\npublic fun Collection<Byte>.toList(): List<Byte}  

/**\n * Returns a list of Char containing all of the elements of this collection.\n */\npublic fun Collection<Char>.toList(): List<Char}  

/**\n * Returns a list of Double containing all of the elements of this collection.\n */\npublic fun Collection<Double>.toList(): List<Double}  

/**\n * Returns a list of Float containing all of the elements of this collection.\n */\npublic fun Collection<Float>.toList(): List<Float}  

/**\n * Returns a list of Int containing all of the elements of this collection.\n */\npublic fun Collection<Int>.toList(): List<Int}  

/**\n * Returns a list of Long containing all of the elements of this collection.\n */\npublic fun Collection<Long>.toList(): List<Long}  

/**\n * Returns a list of Short containing all of the elements of this collection.\n */\npublic fun Collection<Short>.toList(): List<Short}  

/**\n * Returns a list of String containing all of the elements of this collection.\n */\npublic fun Collection<String>.toList(): List<String}  

/**\n * Returns a list of Unit containing all of the elements of this collection.\n */\npublic fun Collection<Unit>.toList(): List<Unit}  

/**\n * Returns a list of Void containing all of the elements of this collection.\n */\npublic fun Collection<Void>.toList(): List<Void}
mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n\n* Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.\n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n\nIterable<T>.mapIndexedNotNull(transform: (Int, T) -> R?): List<R>\n\n* Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection.\n* @param [transform] function that takes the index of an element and the element itself \n* and returns the result of the transform applied to the element.\n\nIterable<T>.mapIndexedNotNullTo(ArrayList<R>(), transform)\n\n* Applies the given [transform] function to each element and its index in the original collection.\n\nIterable<T>.mapIndexedNotNullTo(ArrayList<R>(destination: C, transform: (Int, T) -> R?): List<R>\n\n* Applies the given [transform] function to each element and its index in the original collection.\n\nIterable<T>.mapIndexedNullTo(ArrayList<R>(), transform)\n\n* Applies the given [transform] function to each element and its index in the original collection.\n\nIterable<T>.mapIndexedNullTo(ArrayList<R>(), transform)\n\n* Applies the given [transform] function to each element and its index in the original collection.
UnsupportedOperationException("Empty collection can't be reduced.")
    var index = 1
    var accumulator: S =

applying \([operation]\) function that takes the index of an element, current accumulator value
 * and the element itself and
 * to current accumulator value and each element with its index in the original collection.
 * @param

/**
 * Accumulates value starting with the first element and applying \([operation]\) from
 * \( \text{iterator.next().next() \rightarrow \text{iterator.next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next().next()
iterator.next())
while (iterator.hasNext()) {
    accumulator = operation(index++, accumulator,
    iterator.next())
} return accumulator

/* */

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
var accumulator: S = iterator.previous()
while (iterator.hasNext()) {
    accumulator = operation(iterator.previous(), accumulator)
} return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original list and current accumulator value.
 */
var accumulator: S = iterator.previous()
while (iterator.hasNext()) {
    accumulator = operation(iterator.previous(), accumulator)
} return accumulator

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
var sum: Int = 0
for (element in this) {
    sum += selector(element)
} return sum

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
operator fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty()) return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}
the original collection except the elements contained in the given [elements] collection.

/*
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    if (other.isEmpty()) return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(minus(element))
}

/**
 * Splits the original collection into pair of lists, * where the first list contains elements for which [predicate] yielded 'true', and the second list contains elements for which [predicate] yielded 'false'.
 */
public operator fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

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by on each step, by default `false` which means partial windows won't be preserved

```
 * @param partialWindows controls whether or not to keep partial windows in the end if any, `false` which means partial windows won't be preserved
 * if (this is RandomAccess && this is List) {
     var index = 0;
     while (index < thisSize) {
         val result = ArrayList<List<T>>(size);  
         index += step
         return result
     }
 }
```

```
 * @param partialWindows controls whether or not to keep partial windows in the end if any, `false` which means partial windows won't be preserved
 * if (windowSize < size && partialWindows) 
```
inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {

    if (!iterator.hasNext()) return emptyList()

    var current = iterator.next()

    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }

    return result
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * */
public fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A,
    separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1,
    truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
            if (limit >= 0 && count > limit) break
        } else buffer.append(truncated)
    }

    if (limit >= 0 && count > limit) buffer.append(truncated)

    buffer.append(postfix)

    return buffer
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.
 * */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the collection.
 * */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {

    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        count += 1
    }

    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 * */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {

    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        count += 1
    }

    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 * */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {

    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        count += 1
    }

    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 * */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {

    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        count += 1
    }

    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 * */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {

    var sum: Int = 0
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the collection.
 * */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {

    var sum: Int = 0
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the collection.
 * */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {

    var sum: Int = 0
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the collection.
 * */
@kotlin.jvm.JvmName("sumOfLong")
public fun
Iterable<Long>.sum(): Long {\n    var sum: Long = 0L
    for (element in this) {\n        sum += element\n    }\n    return sum\n}  \n\n@kotlin.jvm.JvmName("sumOfFloat")\npublic fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in
 * the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0\n    for (element in this) {
        sum += element
    }
    return sum
}

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 */
/*
 * Based on GWT HashSet
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
public open class HashSet<E> : AbstractMutableSet<E> {

    private val map: HashMap<E, Any>

    /**
     * Constructs a new empty [HashSet].
     */
    constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new [HashSet] filled with the elements of the specified collection.
     */
    constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Constructs a new empty [HashSet].
     *
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor      the load factor (ignored)
     *
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    /**
     * Protected constructor to specify the underlying map. This is used by
     * LinkedHashSet.
     */
    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    override fun clear() {
        map.clear()
    }

    override operator fun contains(element: E): Boolean = map.containsKey(element)

    override fun isEmpty(): Boolean = map.isEmpty()

    override fun iterator(): MutableIterator<E> = map.keys.iterator()

    override fun remove(element: E): Boolean = map.remove(element) != null

}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet<HashMap<String, Any>>().apply { addAll(elements) }
}

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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and limitations under the License.
 */
/*
 * Based on GWT InternalHashCodeMap
 * Copyright 2008 Google Inc.
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n * Implementation notes:\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.\n *\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n * Implementation notes:\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.\n *\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n * Implementation notes:\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.\n *\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n * Implementation notes:\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.
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```kotlin
package kotlin.collections

/**
 * The common interface of [InternalStringMap] and [InternalHashCodeMap].
 */
internal interface InternalMap<K, V> : MutableIterable<MutableMap.MutableEntry<K, V>> {
    val equality: EqualityComparator
    val size: Int
    operator fun contains(key: K): Boolean
    operator fun get(key: K): V?

    fun put(key: K, value: V): V?
    fun remove(key: K): V?
    fun clear(): Unit

    fun createJsMap(): dynamic {
        val result = js("Object.create(null)")
        // force to switch object representation to dictionary
        result["foo"] = 1
        deleteProperty(result, "foo")
        return result
    }
}
```

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 */
/*
 * * Based on GWT InternalStringMap
 * * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * A Simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with K=String, the K type is not fixed to String statically.
 * * because we want to have it erased to Any? in order not to generate type-safe override bridges for\n * * get], [contains], [remove] etc, if they ever are generated.
 * * \n * *\n * *\n * *\n * *\n * *\n * *\n * *\n * */
internal class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()

    override var size: Int = 0
        private set

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        return if (value !== undefined) value.unsafeCast<V>() else null
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value

        if (oldValue === undefined) {
            size++
            return null
        }
        else {
            valueMod++
            return oldValue.unsafeCast<V>()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            deleteProperty(backingMap, key)
            size--
            return value.unsafeCast<V>()
        }
        else {
            valueMod++
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
        else {
            valueMod++
            return null
        }
    }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {
        return object : MutableIterator<MutableEntry<K, V>> {
            private val keys: Array<String> = js("Object").keys(backingMap)
            private val iterator = keys.iterator()
            private var lastKey: String? = null

            override fun hasNext(): Boolean = iterator.hasNext()

            override fun next(): MutableEntry<K, V> {
                val key = iterator.next()
                lastKey = key

                @Suppress("UNCHECKED_CAST")
                return newMapEntry(key)
            }

            override fun remove() {
                @Suppress("UNCHECKED_CAST")
                this@InternalStringMap.remove(checkNotNull(lastKey) as K)
            }
        }
    }
}
```
additional space.

private val map: HashMap<K, ChainEntry<K, V>>  

constructor(BackingMap: HashMap<K, Any>) : super() {
    map = backingMap
}

constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
    map = HashMap<K, ChainEntry<K, V>>(initialCapacity, loadFactor)
}

constructor(original: Map<K, V>) {
    map = LinkedHashMap<K, ChainEntry<K, V>>(original)
    this.putAll(original)
}

clear() {
    map.clear()
    head = null
}

get(key: K): V? = map.get(key)?.value

put(key: K, value: V): V? {
    val old = map.get(key)
    if (old == null) {
        val newEntry = ChainEntry(key, value)
        map.put(key, newEntry)
        newEntry.addToEnd()
        return null
    }
    else {
        old.setValue(value)
        return old.value
    }
}

remove(key: K): V? {
    val entry = map.remove(key)
    if (entry != null) {
        entry.remove()
        return entry.value
    }
    return null
}

size: Int get() = map.size

override fun containsKey(key: K): Boolean = map.containsKey(key)

override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

operator fun get(key: K): V? = map.get(key)

override fun override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

override fun override fun containsKey(key: K): Boolean = map.contains(key)

override fun override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

override fun override fun containsKey(key: K): Boolean = map.containsKey(key)

override fun override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

createEntrySet(): MutableList<MutableMap.MutableEntry<K, V>> = EntrySet()

operator fun get(key: K): V? = map.get(key)

override fun override fun containsKey(key: K): Boolean = map.containsKey(key)

override fun override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

override fun override fun containsKey(key: K): Boolean = map.containsKey(key)

override fun override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head ?: return false
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}
Repeated invocation of any resume function on the resulting continuation produces [IllegalStateException].

```kotlin
@SinceKotlin("1.1")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>) =
    SafeContinuation(createCoroutineUnchecked(receiver, completion), COROUTINE_SUSPENDED)
```

Obtains the current continuation instance inside suspend functions and suspends the current thread *currently running coroutine*.

In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously or asynchronously later in the same thread or from a different thread of execution. Repeated invocation of any resume function produces [IllegalStateException].

```kotlin
@SinceKotlin("1.1")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).createCoroutine(
    completion: Continuation<T>) =
    SafeContinuation(createCoroutineUnchecked(completion), COROUTINE_SUSPENDED)
```

```kotlin
/**
 * Obtains the continuation instance inside suspend functions and suspends the current thread.
 * In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously or asynchronously later in the same thread or from a different thread of execution. Repeated invocation of any resume function produces [IllegalStateException].
 */
@SinceKotlin("1.1")
public suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineOrReturn { c: Continuation<T> ->
        val safe = SafeContinuation(c)
        block(safe)
        safe.getResult()
    }
```

```kotlin
/**
 * Continuation context of current coroutine.
 *
 * This allows the user code to not pass an extra [CoroutineContext] parameter in basic coroutine builders
 * like [launch](https://kotlin.github.io/kotlinx.coroutines/kotlinx.coroutines-launchDispatcher.html).
 */
@SinceKotlin("1.2")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline
val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as intrinsic")
    }
```

```kotlin
@kotlin.internal.InlineOnly
internal inline fun processBareContinuationResume(completion: Continuation<*>, block: () -> Any?) {
    try {
        val result = block()
        if (result !== COROUTINE_SUSPENDED) {
            @Suppress("UNCHECKED_CAST")
            completion.resume(result)
        }
    } catch (t: Throwable) {
        completion.resumeWithException(t)
    }
}
```

```kotlin
// INTERNAL DECLARATIONS

@kotlin.js.exposed
public class Date {
    public constructor(milliseconds: Number)

    public constructor(dateString: String)
}
```

```
package kotlin.js

/**
 * Exposes the Date API to Kotlin.
 */
public function Date() {
    this(milliseconds)
}
```

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```
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Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. * See the License for the specific language governing permissions and limitations under the License.

import kotlin.js
import kotlin.js.exposed
```
else ->
    (r as Iterable<*>).iterator()}
}

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 *
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 */

@JsName("throwNPE")
private fun throwNPE(message: String) {
    throw NullPointerException(message)
}

@JsName("throwCCE")
private fun throwCCE() {
    throw ClassCastException("Illegal cast")
}

@JsName("throwISE")
private fun throwISE(message: String) {
    throw IllegalStateException(message)
}

@JsName("throwUPAE")
private fun throwUPAE(propertyName: String) {
    throw UninitializedPropertyAccessException("lateinit property $propertyName has not been initialized")
}

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 */

package kotlin

@

NOTE: Do not author your exceptions as they are written in this file, instead use this template:

/*
public open class MyException : Exception {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}
*/

// TODO: remove workarounds for KT-22053 from direct Throwable inheritors
// TODO: remove primary constructors, make all second KT-22055

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public open class Error(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(null, cause)
    constructor(message: String?, cause: Throwable?) : this(message, cause)
    constructor(cause: Throwable?) : this(cause)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public open class Exception(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(null, cause)
    constructor(message: String?, cause: Throwable?) : this(message, cause)
    constructor(cause: Throwable?) : this(cause)
}

public open class RuntimeException(message: String?, cause: Throwable?) : Exception(message, cause) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(cause)
}

public open class IllegalArgumentException(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(cause)
}

public open class IllegalStateException(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(cause)
}

public open class IndexOutOfBoundsException(message: String?) : RuntimeException(message) {
    constructor() : this(null)
}

public open class ConcurrentModificationException(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(cause)
}

public open class UnsupportedOperationException(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    constructor() : this(null, null)
    constructor(message: String?) : this(message, null)
    constructor(cause: Throwable?) : this(cause)
}

public open class NumberFormatException(message: String?) : IllegalArgumentException(message)
null constructor() : this(null)
public open class NullPointerException(message: String?) :
    RuntimeException(message)
public open class ClassCastException(message: String?) :
    RuntimeException(message)
public open class AssertionError private constructor(message: String?, cause: Throwable?) :
    Error(message, cause)
public open class NoSuchElementException(message: String?) :
    RuntimeException(message)
public open class NoWhenBranchMatchedException(message: String?, cause: Throwable?) :
    RuntimeException(message, cause)
public open class UninitializedPropertyAccessException(message: String?, cause: Throwable?) :
    RuntimeException(message, cause)

package kotlin.collections

private fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)

private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean): Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty()
    override fun contains(element: T): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }
    override fun iterator(): Iterator<T> = values.iterator()
    // override hidden toArray implementation to prevent copying of values array
    public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)

    /**
     * Returns an empty read-only list.
     * @sample samples.collections.Collections.Lists.emptyReadOnlyList
     */
    public fun <T> emptyList(): List<T> = EmptyList

    /**
     * Returns a new read-only list of given elements. The returned list is serializable.
     */
    public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()
@kotlin.internal.InlineOnly
public inline fun <T> listOf(): List<T> = emptyList()

/* Not available on platform: JS */

/**
 * Returns an empty new [MutableList].
 * @sample samples.collections.Collections.Lists.listOfNull
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Creates a new read-only list with the given elements.
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/* Not available on platform: JS */

/* Not available on platform: JS */

/* Not available on platform: JS */

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Lists.containsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public inline fun <T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)
on platform: JS */

```java
/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted.
 * @param element the element to search for
 * @param fromIndex the starting index of the range to search
 * @param toIndex the ending index of the range to search
 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T: Comparable<T>>
    List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified [comparator],
 * if there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].
 * @param element the element to search for
 * @param comparator the comparator to compare elements
 * @param fromIndex the starting index of the range to search
 * @param toIndex the ending index of the range to search
 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T, K : Comparable<K>>
    List<T>.binarySearchBy(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }

/**
 * Searches this list or its range for an element for which [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the provided [comparison],
 * if there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @param comparison function that compares an element of the list with the element being searched
 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted.
 * @param comparison a comparison function
 * @param fromIndex the starting index of the range to search
 * @param toIndex the ending index of the range to search
 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T, K> List<T>.binarySearchByKey<

```
samples.collections.Collections.Lists.binarySearchWithComparisonFunction

```kotlin
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val midVal = get(mid)
        val cmp = comparison(midVal)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid
    }
    return -(low + 1)
}
```

```kotlin
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}
```

```kotlin
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return (a as Comparable<Any>).compareTo(b)
}
```

```kotlin
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>)?
```

```kotlin
private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T)->Comparable<*>>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}
```

```kotlin
fun <T> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return (a as Comparable<Any>).compareTo(b)
}
```

```kotlin
fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return (a as Comparable<Any>).compareTo(b)
}
```
samples.comparisons.Comparisons.compareByWithSelectors

/*public fun <T> compareBy(vararg selectors: (T) -> Comparable<?>: Comparator<T> = {n require(selectors.size > 0) return Comparator { a, b -> compareValuesByImpl(a, b, selectors) }\n
* Creates a comparator using the function to transform value to a [Comparable] instance for comparison.\n* @sample
samples.comparisons.Comparisons.compareByWithSingleSelector

*An@kotlin.internal.InlineOnly\n*public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<?>): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, selector) }\n
* Creates a comparator using the selector function to transform values being compared and then applying\n* the specified [comparator] to compare transformed values.\n* @sample
samples.comparisons.Comparisons.compareByWithComparator

*Comparator铟@kotlin.internal.InlineOnly\n*public inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n
* Creates a comparator comparing values after the primary comparator defined them equal. It uses\n* the comparator function to transform values and then compares them with the given [comparator].\n* @sample samples.comparisons.Comparisons.thenBy

*Comparator铟@kotlin.internal.InlineOnly\n*public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<?>): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, selector) }\n
* Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n* the [selector] function to transform values and then applies\n* the specified [comparator] to compare transformed values.\n* Note that an order of [comparator] is reversed by this wrapper.\n* @sample
samples.comparisons.Comparisons.compareByDescendingWithSingleSelector

*An@kotlin.internal.InlineOnly\n*public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<?>): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, selector) }\n
* Creates a descending comparator using the selector function to transform values being compared and then applying\n* the specified [comparator] to compare transformed values.\n* @sample
samples.comparisons.Comparisons.compareByDescendingWithComparator

*Comparator铟@kotlin.internal.InlineOnly\n*public inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n
* Creates a descending comparator using the primary comparator and\n* the selector function to transform values and then compares them with the given [comparator].\n* @sample samples.comparisons.Comparisons.thenByDescending

*Comparator铟@kotlin.internal.InlineOnly\n*public inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<?>): Comparator<T> = {n Comparator { a, b -> compareValuesBy(a, b, selector) }\n
* Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n* the [selector] function to transform values and then compares them with the given [comparator].\n* @sample samples.comparisons.Comparisons.thenByDescending
a, b ->
val previousCompare = this@thenComparator.compare(a, b)
if (previousCompare != 0)
previousCompare else comparison(a, b)
}

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when
 * the former considered values equal.
 * @sample sample.comparisons.Comparisons.then
 */
public infix fun <T> Comparator<T>.then(comparator: Comparator<T>): Comparator<T> =
        Comparator { a, b ->
            val previousCompare = this@then.compare(a, b)
            if (previousCompare != 0) previousCompare else comparator.compare(a, b)

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when
 * the former considered values equal.
 * See [then] for rules of ordering.
 * @sample sample.comparisons.Comparisons.thenDescending
 */
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<T>): Comparator<T> =
        Comparator { a, b ->
            val previousCompare = this@thenDescending.compare(a, b)
            if (previousCompare != 0) previousCompare else comparator.compare(b, a)

private class ReversedComparator<T>(public val comparator: Comparator<T>): Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator: Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}
package kotlin.comparisons

//
// NOTE THIS FILE IS AUTO-GENERATED by the
// GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
import kotlin.js.*
import kotlin.comparisons.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 * @since 1.1
 */
public fun <T: Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Byte, b: Byte): Byte {
    return maxOf(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Short, b: Short): Short {
    return maxOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Int, b: Int): Int {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Long, b: Long): Long {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
public inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the greater of three values.
 */
public fun <T: Comparable<T>> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return maxOf(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the greater of two values.
 */
public fun <T> maxOf(a: T, b: T, comparator: Comparator<T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

/**
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
public fun <T: Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Byte, b: Byte): Byte {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Short, b: Short): Short {
    return minOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Int, b: Int): Int {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Long, b: Long): Long {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public fun <T: Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values according to the order specified by the given 
comparator.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values according to the order specified by the given 
comparator. If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

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

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * that function. * @sample samples.collections.Enumerables.Lists
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of this iterable if it is known, or the specified [default] value otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default

/**
 * Returns true when it's safe to convert this collection to a set without changing contains method behavior.
 */
private fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when(this) {
        is Set -> this
        is Collection ->
            when (this) {
                size == 0 -> this
                else -> this
            }
        else ->
            if (this is ArrayList) this
            else source
    }

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set ->
            when (this) {
                size == 0 -> this
                else ->
                    if (this is ArrayList) this
                    else source
            }
        else ->
            if (this is ArrayList) this
            else source
    }
```

else -> toHashSet()

Iterate<Iterable<T>>.flatten(): List<T> { val result = ArrayList<T>() for (element in this) { if (element is *first* list) result.addAll(element) return result } *second* list is built from the first values of each pair from this collection.

Iterate<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> { val listT = ArrayList<T>(expectedSize) val listR = ArrayList<R>(expectedSize) for (pair in this) { listT.add(pair.first) listR.add(pair.second) } return listT to listR }

Sequences.Kt

kotlin.sequences

Sequence<T> = object : Sequence<T> { override fun iterator(): Iterator<T> = iterator() }

Sequence<T>.constrainOnce(): Sequence<T> = flatten { it.iterator() }

Sequence<T>.flatten(): Sequence<T> = flatten { it.iterator() }

Sequence<T>.unzip(): Pair<List<T>, List<R>> { val listT = ArrayList<T>() val listR = ArrayList<R>() for (pair in this) { listT.add(pair.first) listR.add(pair.second) } return listT to listR }

FilteringSequence<T>(sequence: Sequence<T>, sendWhen: Boolean = true, private val sendWhen: boolean = true, private val predicate: (T) -> Boolean

SendWhen: boolean = true, 

private val sendWhen: boolean = true,

private val predicate: (T) -> Boolean

SendWhen: boolean = true, 

private val sendWhen: boolean = true,

private val predicate: (T) -> Boolean

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private val sendWhen: boolean = true,
override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)

val iterator = sequence.iterator()

val dropState = Int(-1) // -1 for unknown, 0 for done, 1 for continue

val left = count
val iterator = sequence.iterator()

while (left > 0 && iterator.hasNext()) {
    iterator.next()
    left--
}

override fun hasNext(): Boolean = position + count < sequence.size

override fun drop(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)

override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var position = 0

    override fun hasNext(): Boolean = position < sequence.size

    override fun next(): T {
        val item = iterator.next()
        val position = position + 1

        if (predicate(item)) {
            return item
        }
        throw NoSuchElementException()
    }
}

private val predicate: (T) -> Boolean

class TakeSequence<T> (sequence: Sequence<T>, count: Int) : Sequence<T>, DropTakeSequence<T> {
    init {
        require (count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun take(n: Int): Sequence<T> = TakeSequence(sequence, count, n)

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun hasNext(): Boolean = position < sequence.size

        override fun next(): T {
            val item = iterator.next()
            position++

            if (predicate(item)) {
                return item
            }
            throw NoSuchElementException()
        }
    }
}

class DropWhileSequence<T> : Sequence<T>, DropTakeSequence<T> {
    val pred = object : dropStateSequence<T>.DropPredicate {
        override fun drop(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)
    }

    init {
        require (count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun sequence(): Sequence<T> = if (sequence == emptySequence()) emptySequence() else SubSequence(sequence, startIndex, startIndex + count

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun hasNext(): Boolean = position < sequence.size

        override fun next(): T {
            val item = iterator.next()
            position++

            if (predicate(item)) {
                return item
            }
            throw NoSuchElementException()
        }
    }
}

internal class DropSequence<T> (sequence: Sequence<T>, count: Int) : Sequence<T>, DropTakeSequence<T> {
    init {
        require (count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun sequence(): Sequence<T> = if (sequence == emptySequence()) emptySequence() else SubSequence(sequence, count, count + n)

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun hasNext(): Boolean = position < sequence.size

        override fun next(): T {
            val item = iterator.next()
            position++

            if (predicate(item)) {
                return item
            }
            throw NoSuchElementException()
        }
    }
}

/**
 * A sequence that skips the values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class TakeWhileSequence<T> : Sequence<T>, TakeTakeSequence<T> {
    val pred = object : takeStateSequence<T>.TakePredicate {
        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, count, count + n)
    }

    init {
        require (count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun sequence(): Sequence<T> = if (sequence == emptySequence()) emptySequence() else SubSequence(sequence, count, count + n)

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun hasNext(): Boolean = position < sequence.size

        override fun next(): T {
            val item = iterator.next()
            position++

            if (predicate(item)) {
                return item
            }
            throw NoSuchElementException()
        }
    }
}

/**
 * A sequence that returns values from the underlying [sequence] while the [predicate] function returns `true`, and stops returning values once the function returns `false` for the next element.
 */
internal class DropWhileSequence<T> : Sequence<T>, DropTakeSequence<T> {
    val pred = object : dropStateSequence<T>.DropPredicate {
        override fun drop(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, count, count + n)
    }

    init {
        require (count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun sequence(): Sequence<T> = if (sequence == emptySequence()) emptySequence() else SubSequence(sequence, count, count + n)

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var position = 0

        override fun hasNext(): Boolean = position < sequence.size

        override fun next(): T {
            val item = iterator.next()
            position++

            if (predicate(item)) {
                return item
            }
            throw NoSuchElementException()
        }
    }
}
dropState = 0
    return result
}  
override fun

iterator.hasNext(): Boolean {
if (dropState == -1)
drop()
return dropState == 1 ||
iterator.hasNext()
}

internal class DistinctSequence<T, K>(private val source : Sequence<T>,
private val keySelector : (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> =
DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(private val source : Iterator<T>, private val keySelector : (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)

            if (observed.add(key)) {
                setNext(next)
            }
        }

        done()
    }

private class GeneratorSequence<T: Any>(private val getInitialValue: () -> T?, private val getNextValue: (T) -> T?): Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial
unknown, -1 for next unknown, 0 for done, 1 for continue
private fun calcNext() {
    nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
    nextState = if (nextState == 0) 0 else
-1
    override fun hasNext(): Boolean {
        if (nextState < 0)
calcNext()
        return nextState == 1
    }

    override fun next(): T {
        if (nextState < 0)
calcNext()
        return nextItem as T
    }
}

/**
 * Returns a wrapper sequence that provides
values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * @see ConstrainedOnceSequence
 * @see kotlin.coroutines.experimental.buildSequence
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as?
    ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is
ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/* Not available on platform: JS */

/**
 * Returns a sequence defined by the starting value 
[seed] and the
 * function [nextFunction], which is invoked to calculate the next
 * value based on the previous one on each
 * iteration.
 * If [seed] is `null`, an empty
 * sequence is produced.
 * The sequence can be iterated multiple times,
 * each time starting with [seed].
 * @see kotlin.coroutines.experimental.buildSequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the starting value [seed] and the
 * function [nextFunction], which is invoked to calculate the next
 * value based on the previous one on each
 * iteration.
 * The sequence produces values until it encounters first
 * `null` value.
 * If [seed] is `null`, an empty
 * sequence is produced.
 * The sequence can be iterated multiple times,
 * each time starting with [seed].
 * @see kotlin.coroutines.experimental.buildSequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
 */
public fun <T: Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
GeneratorSequence(seedFunction, nextFunction)
Returns an [Iterator] wrapping each value produced by this [Iterator] with the [IndexedValue], containing value and its index.

\*\*\* * @sample samples.collections.Iterators.withIndex

public fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of this [Iterator].
 * @sample samples.collections.Iterators.forEachIterator
 */
public inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit) {
    for (element in this) operation(element)
}

/**
 * Iterator transforming original `iterator` into iterator of [IndexedValue], counting
 * index from zero.
 * @sample samples.collections.Iterators.withIndexIterator
 */
internal class IndexingIterator<out T>(private val iterator: Iterator<T>) :
    Iterator<IndexedValue<T>> {
    private var index = 0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(index++,
    iterator.next())
}

//
// NOTE THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*
import kotlin.comparisons.*

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if map has at least one entry.
 */
public fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Performs the given [action] on each entry.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.jvm.*
import
action(element) * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.

```kotlin
Map<out K, V>.maxBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? { in return entries.maxBy(selector).unannotated * Returns the first entry having the largest value according to the provided `selector` or `null` if there are no entries.

Map<out K, V>.maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? { in return entries.maxWith(comparator).unannotated * Returns the first entry having the smallest value according to the provided `comparator` or `null` if there are no entries.

Map<out K, V>.none(): Boolean { in return isEmpty() unannotated * Returns `true` if the map has no entries.

Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean { if (isEmpty()) return true

for (element in this) if (predicate(element)) return false

return true unannotated * Performs the given [action] on each entry and returns the map itself afterwards.

Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> { return entries

Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> { return entries.asSequence()
```

```kotlin
//
// NOTE THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libs/stdlib

import kotlin.js.*
import kotlin.comparisons.*

class Kotlin {

operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Double>.contains(value: Double): Boolean {
    return value.toDoubleExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return value.toFloatExactOrNull().let { if (it != null) contains(it) else false }
}
```

```kotlin
//
// NOTE THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libs/stdlib

import kotlin.js.*
import kotlin.comparisons.*

class Kotlin {

operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Double>.contains(value: Double): Boolean {
    return value.toDoubleExactOrNull().let { if (it != null) contains(it) else false }
}

operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return value.toFloatExactOrNull().let { if (it != null) contains(it) else false }
}```
contains(value.toFloat())\n\n*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Float): Boolean {
\n    return value.toIntExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {
\n    return value.toLongExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {
\n    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Float): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Long): Boolean {
\n    return value.toIntExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
\n    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Long): Boolean {
\n    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Long): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Long): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Short): Boolean {
\n    return contains(value.toInt())
}

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Short): Boolean {
\n    return contains(value.toLong())
}

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
\n    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Short): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Short): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
\n    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Double): Boolean {
\n    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Double): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Double): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Float): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {
\n    return contains(value.toFloat())
}

*\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
\n    return value.toByteExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {
\n    return value.toShortExactOrNull().let {
        if (it != null) contains(it) else false
    }
}

*\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {
\n    return contains(value.toDouble())
}

*\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Float): Boolean {
\n    return contains(value.toFloat())
}
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1L)\n
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n
    return IntProgression.fromClosedRange(last, first, -step)\n
    return LongProgression.fromClosedRange(last, first, -1L)\n
    return IntProgression.fromClosedRange(last, first, -step)\n
    return CharProgression.fromClosedRange(first, to, -1)\n
    return CharProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)\n
    return IntProgression.fromClosedRange(first, to, -step)\n
    return LongProgression.fromClosedRange(first, to, -step)
same range in the opposite direction with the same step.
CharProgression { return CharProgression.fromClosedRange(last, first, -step) }

* * *

* Returns a progression that goes over the same range with the given step.
IntProgression { checkStepIsPositive(step > 0, step) return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
LongProgression { checkStepIsPositive(step > 0, step) return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }

* * *

* Returns a progression that goes over the same range with the given step.
CharProgression { checkStepIsPositive(step > 0, step) return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step) }
from this value up to but excluding the specified [to] value.

If the [to] value is less than or equal to [Int.MIN_VALUE] the returned range is empty.

/*
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte

T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}

samples.comparisons.ComparableOps.coerceAtLeast

/*
 * Returns a range from this value up to but excluding the specified [to] value.
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int

samples.comparisons.ComparableOps.coerceAtLeast

/*
 * Returns a range from this value up to but excluding the specified [to] value.
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long

samples.comparisons.ComparableOps.coerceAtLeast

/*
 * Returns a range from this value up to but excluding the specified [to] value.
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Float.coerceAtLeast(minimumValue: Float): Float
or the [minimumValue] otherwise.

```kotlin
@sample samples.comparisons.ComparableOps.coerceAtLeast

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.

@sample samples.comparisons.ComparableOps.coerceAtMost

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * If it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.

@sample samples.comparisons.ComparableOps.coerceInRange
```
maximumValue: Short): Short
{
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

maximumValue: Int): Int
{
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

maximumValue: Long): Long
{
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

maximumValue: Float): Float
{
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

maximumValue: Double): Double
{
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

closedFloatingPointRange: ClosedFloatingPointRange
{
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        range.lessThanOrEquals(this, range.start) &&
        !range.lessThanOrEquals(range.start, this) -> range.start
        else -> this
    }
}

closedRange: ClosedRange
{
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        else -> this
    }
}
if this value is greater than 'range.endInclusive'.

```kotlin
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    return this.coerceIn<Int>(range)
}

```
operation is _terminal_.

/*public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the given predicate.")
}*/

public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the given predicate.")
}

/**
 * Forwards the first matching element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first matching element, or `null` if no such element is found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first index of the element matching the given predicate, or -1 if the sequence does not contain such an element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given predicate, or -1 if the sequence does not contain such an element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given predicate, or -1 if no such element is found.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last matching element, or `null` if no such element exists.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastOrNull(): T? {
    var last = null
    var found = false
    for (element in this) {
        if (predicate(element))
            last = element
            found = true
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns single element, or throws an exception if there is no or more than one matching element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element))
            single = element
            found = true
    }
    if (!found) throw IllegalArgumentException("Sequence contains more than one matching element.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns single element, or throws if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var single = iterator.next()
    while (iterator.hasNext())
        single = iterator.next()
    return single
}

/**
 * Returns single element, or throws if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element))
            single = element
            found = true
    }
    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}
operation is _terminal_.

```kotlin
fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else ->
    } DropSequence(this, n)
}

fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    // TODO: Rewrite with generalized MapFilterIndexingSequence
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })\n}

fun <T> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
    @Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>
}

fun <C : MutableCollection<in R>> Sequence<R>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R)
        destination.add(element)
    return destination
}

fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null)
        destination.add(element)
    return destination
}

fun <T> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

fun <T> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}
```

---

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Returns a sequence containing first \([n]\) elements.\n \n * The operation is _intermediate_ and _stateless_.\n \n *\n \n * The operation is _intermediate_ and _stateful_. \n
 *\n \n /* Returns a sequence containing first elements satisfying the given \[predicate].\n \n \n * The operation is _intermediate_ and _stateless_. \n
 *\n \n */

```kotlin
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence ->
        this.take(n) else -> TakeSequence(this, n)\n    }
}

/**
 * Returns a sequence containing first \(n\) elements of this sequence sorted according to the natural sort order.\n \n * The operation is _intermediate_ and _stateful_. \n
 *\n \n */

public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.\n \n * The operation is _intermediate_ and _stateful_. \n
 *\n \n */
elements would have the same key returned by [keySelector] the last one gets added to the map.

The operation is _terminal_.

*public inline fun <T, K, V, M : MutableMap<in K, in V>>
Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

* The operation is _terminal_.

*public inline fun <T, K, V, M : MutableMap<in K, in V>>
Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

* The operation is _terminal_.

*public fun <T, C : MutableCollection<in T>>
Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

* The operation is _terminal_.

*public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

* The operation is _terminal_.

*public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

* The operation is _terminal_.

*public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}

* The operation is _terminal_.

*public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

* The operation is _terminal_.

*public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

* The operation is _terminal_.

*public inline fun <T, R, C : MutableCollection<in R>>
Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

* The operation is _terminal_.

*public inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

* The operation is _terminal_.

*public inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

* The operation is _terminal_.

*public fun <T, K> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrElse(key) {
            val list = ArrayList<T>()
            list.addElement(element)
            list
        }
    }
    return destination
}
The operation is _terminal_.

```kotlin
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
public inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

The operation is _intermediate_.

```kotlin
public fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

The operation is _terminal_.

```kotlin
public fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

The operation is _terminal_.

```kotlin
public fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```
The operation is _terminal_.

/**
 * Returns the largest element or `null` if there are no elements.
 *
 * The operation is _terminal_.

*/
public fun <T : Comparable<T>> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 *
 * The operation is _terminal_.

*/
public fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElement = iterator.next()
    var maxValue = selector(maxElement)
    while (iterator.hasNext()) {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElement = e
            maxValue = v
        }
    }
    return maxElement
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 *
 * The operation is _terminal_.

*/
public fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) < 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 *
 * The operation is _terminal_.

*/
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 *
 * The operation is _terminal_.

*/
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 *
 * The operation is _intermediate_ and _stateless_.

*/
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 *
 * The operation is _terminal_.

*/
public inline fun <S, T: S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can’t be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) { // Returns the first element yielding the smallest value of the given function or 'null' if there are no elements.
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Accumulates value...
elements.convertToSetForSetOperation()\n        if (other.isEmpty())\n            return this@minus.iterator()\n        else\n            return this@minus.filterNot { it in other }.iterator()\n    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.\n */\n@public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {\n    val object: Sequence<T> {\n        override fun iterator(): Iterator<T> {\n            val other = elements.toHashSet()\n            if (other.isEmpty())\n                return this@minus.iterator()\n            else\n                return this@minus.filterNot { it in other }.iterator()\n        }
    }\n}

/**
 * Returns a sequence containing all elements of original sequence without the first occurrence of the given [element].\n */\n@public operator fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {\n    return minus(element)\n}

/**
 * Splits the original sequence into pair of lists.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].\n */\n@public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {\n    return sequenceOf(this, sequenceOf(element)).flatten()\n}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.\n */\n@public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {\n    return this.plus(elements.asList())\n}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.\n */\n@public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {\n    return sequenceOf(this, elements.asSequence()).flatten()\n}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.\n */\n@public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n    return sequenceOf(this, elements).flatten()\n}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {\n    return plus(element)\n}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each \n * snapshot is a list.\n */\n@SinceKotlin("1.2")\npublic fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<T> {\n    val windowedSequence = Sequence<T>.windowed(size, step, partialWindows)\n    return windowedSequence\n}

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representing a view over the window of the given \(size\) * sliding along this sequence with the given \(step\).

* Note that the list passed to the \[transform\] function is ephemeral and is valid only inside that function.

* You should not store it or allow it to escape in some way, unless you made a snapshot of it.

* Several last lists may have less elements than the given \(size\).* * Both \(size\) and \(step\) must be positive and can be greater than the number of elements in this sequence.

* @param size the number of elements to take in each window

* @param step the number of elements to move the window forward by on each step, by default 1

* @param partialWindows controls whether or not to keep partial windows in the end if any.

* @sample samples.collections.Sequences.Transformations.averageWindows

@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)
}

/**
 * Returns a sequence of pairs built from elements of both sequences with same
 * indexes.
 * @return a sequence of pairs of each two adjacent elements in this sequence.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 *
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return buildSequence result@ {
        val iterator = iterator()
        if (!iterator.hasNext()) return@result
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.
 * @return a string
 * @sample
 *
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an \[Iterable\] instance that wraps the original sequence returning its
 * elements when being iterated.
 * @return an \[Iterable\]
 * @sample
 *
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public
inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
except the elements contained in the given [elements] collection.

*public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
  val other = elements.convertToSetForSetOperationWith(this)
  if (other.isEmpty())
    return this.toSet()!
  if (other is Set)
    return this.filterNotTo(LinkedHashSet<T>()) { it in other }
  val result = LinkedHashSet<T>(this)
  result.removeAll(other)
  return result
}

*public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
  val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))
  result.addAll(this)
  result.addAll(elements)
  return result
}

*public operator fun <T> Set<T>.plus(element: T): Set<T> {
  val result = LinkedHashSet<T>(mapCapacity(size + 1))
  result.addAll(this)
  result.add(element)
  return result
}

*public operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {
  val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))
  result.addAll(this)
  result.addAll(elements)
  return result
}

*public operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {
  val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))
  result.addAll(this)
  result.addAll(elements)
  return result
}

*public operator fun <T> Set<T>.plusElement(element: T): Set<T> {
  return plus(element)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

//
// NOTE THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import kotlin.comparisons.*

*inline fun CharSequence.elementAt(index: Int): Char {
  return get(index)
}

*inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
  return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*inline fun CharSequence.elementAtOrNull(index: Int): Char? {
  return this.getOrNull(index)
}

*inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? {
  return firstOrNull(predicate)
}

*inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
  return lastOrNull(predicate)
}

public fun CharSequence.first(): Char {
  if
fun charSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length), length)
}

fun CharSequence.dropFirst(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

fun String.dropFirst(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length), length)
}

fun CharSequence.dropLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, length - n).coerceAtLeast(0)
}

fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, length - n).coerceAtLeast(0)
}

fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}

fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}

fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}

fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (!predicate(index, element)) destination.append(element)
    }
    return destination
}

fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
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    var last: Char = 'A'
    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
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    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
}

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    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
}

fun String.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropLastWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.dropWhile(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
}

fun String.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (predicate(last, element)) destination.append(element)
    return destination
}

fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}

fun String.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    var last: Char = 'A'
    for (element in this)
        if (!predicate(last, element)) destination.append(element)
    return destination
}
for (index in 0 until length) {
    val element = get(index)
    if (predicate(element))
        destination.append(element)
}

return destination

* Returns a char sequence containing characters of the original char sequence at the specified range of [indices].

*public fun CharSequence.slice(indices: IntRange): CharSequence { 
    if (indices.isEmpty()) return this
    return subSequence(indices)
}

*public fun String.slice(indices: IntRange): String { 
    if (indices.isEmpty()) return this
    return substring(indices)
}

*public fun String.slice(indices: Iterable<Int>): String { 
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return StringBuilder().toString()
    var result = StringBuilder()
    for (i in indices) {
        result.append(get(i))
    }
    return result.toString()
}

*public fun <K, V> Map<K, V> associate(transform: Char -> Boolean): 
    CharSequence { 
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return subSequence(0, length)
            }
        }
        return new(transform)
    }

*public fun CharSequence.reverse(): CharSequence { 
    return StringBuilder(this).reverse()
}

*public fun String.reverse(): String { 
    return this
}

*public fun CharSequence.reversed(): CharSequence { 
    return StringBuilder(this).reverse()
}

*public fun <K, V> Map<K, V> { 
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(element))
            destination.append(element)
        return destination
    }
    return new(transform)
}

*public fun String { 
    if (indices.isEmpty()) return this
    return substring(indices)
}

}
to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n */

public inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    val capacity = mapCapacity(length).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity),\n        keySelector)\n} \n
/**\n * Returns a \[Map\] containing the values provided by \[valueTransform\] and indexed by\n * \n * [keySelector] functions applied to characters of the given char sequence.\n * \n * If any two characters would have the same key returned by \[keySelector\] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n */

public inline fun <K> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n} \n
/**\n * Populates and returns the \[destination\] mutable map with key-value\n * \n * pairs,\n * \n * where key is provided by the \[keySelector\] function applied to each character of the given char sequence\n * \n * and value is the character itself.\n * \n * If any two characters would have the same key returned by \[keySelector\] the last one gets added to the map.\n */

public inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateTo(destination: M, keySelector: (Char) -> K): M {\n    for (element in this) {\n        destination.put(keySelector(element), element)\n    }\n    return destination\n} \n
/**\n * Appends all characters to the given \[destination\] collection.\n */

public fun <C : \n    mutableCollection<in Char>> CharSequence.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n} \n
/**\n * Returns a \[HashSet\] of all characters.\n */

public fun CharSequence.toHashSet(): HashSet<Char> {\n    return toCollection(HashSet<Char>(mapCapacity(length)))\n} \n
/**\n * Returns a \[List\] containing all characters.\n */

public fun CharSequence.toList(): List<Char> {\n    return when (length) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n} \n
/**\n * Returns a \[MutableList\] filled with all\n * \n * characters of this char sequence.\n */

public fun CharSequence.toMutableList(): MutableList<Char> {\n    return toCollection(ArrayList<Char>(length))\n} \n
/**\n * Returns a \[Set\] of all characters.\n * \n * The returned set\n * \n * preserves the element iteration order of the original char sequence.\n */

public fun CharSequence.toSet(): Set<Char> {\n    return when (length) {\n        0 -> emptySet()\n        1 -> setOf(this[0])\n        else -> toCollection(LinkedHashSet<Char>(mapCapacity(length)))\n    }\n} \n
/**\n * Returns a single list of all elements\n * \n * yielded from results of \[transform\] function being invoked on each character of original char sequence.\n */

@sample samples.collections.Collections.Transformations.groupBy\n
/**\n * Groups characters of the original char sequence by the key returned by the given\n * \n * [keySelector] function\n * \n * applied to each character and returns a map where each group key is associated with a\n * \n * list of corresponding characters.\n * \n * The returned map preserves the entry iteration order of the keys produced from\n * \n * the original char sequence.\n */

public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n    return this.map{\n        keySelector(it)\n    }\n}
groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each character of the original char sequence
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated with
 * a list of corresponding values. @return The returned map preserves the entry iteration order of the keys produced
 * from the original char sequence.
 */
public inline fun <K, V>

CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return
}

/**
 * Groups characters of the original char sequence by the key returned by the given [keySelector] function and
 * returns a map where each group key is associated with a list of corresponding characters. @return The [destination]
 * map.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M,

keySelector: (Char) -> K): M {
    M {
        for (element in this) {
            val key = keySelector(element)
            val list = destination.getOrPut(key) { ArrayList<Char>() }
            list.add(element)
        }
        return destination
    }
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
 * fold operations @return A [Grouping] source created from the given char sequence.
 */
@SinceKotlin("1.1")
public inline

CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :

Grouping<Char, K> {
    override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
    override fun keyOf(element: Char): K = keySelector(element)
}
}

/**
 * Returns a list containing the results of applying the given [transform] function to each character in the original char sequence.
 */
public

inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each character and its index in the original char sequence.
 */
public

inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.
 */
public inline fun <R : Any>

CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends the results to the given [destination]. @return The [destination] with updated values.
 */
public inline fun <R, C : MutableCollection<in R>>

CharSequence.mapIndexedTo(destination: C, transform:

R?)

CharSequence.mapIndexedNotNullTo(destination: C, transform:

R?)

CharSequence.mapIndexedNotNullTo(ArrayList<R>(), transform)

/* */
for (i in 1..lastIndex) {
    val e = this[i]
    if (max < e) max = e
}
return max
}

/**
 * Returns the first character yielding the largest value of the given function or `null` if there are no characters.
 */
public fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        var max = e
        if (maxValue < e) {
            maxElem = e
            maxValue = selector(e)
        }
    }
    return maxElem
}

/**
 * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.
 */
public fun CharSequence.maxWith(comparator: Comparator<Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest character or `null` if there are no characters.
 */
public fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest character having the smallest value according to the provided [comparator] or `null` if there are no characters.
 */
public fun CharSequence.minWith(comparator: Comparator<Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the char sequence has no characters.
 */
public fun CharSequence.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no characters match the given [predicate].
 */
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each character and returns the char sequence itself afterwards.
 */
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}

/**
 * Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.
 */
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throwUnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last character and applying [operation] from right to left to each character and current accumulator value.
 */
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
        --index
    }
    return accumulator
}
accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 * @param selector the selector function
 * @return the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 * @param selector the selector function
 * @return the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size].
 * @param size the number of elements to take in each char sequence.
 * @return the list of results of the [transform] applied to an each char sequence.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true) { it.toString() }
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * @param size the number of elements to take in each char sequence.
 * @param transform the transform function
 * @return the list of results of the [transform] function applied to each.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * @param size the number of elements to take in each string.
 * @return the list of results of the [transform] function applied to each string.
 */
@SinceKotlin("1.2")
public fun String.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each char sequence.
 * @param size the number of elements to take in each char sequence.
 * @param transform the transform function
 * @return the list of results of the [transform] function applied to each.
 */
@SinceKotlin("1.2")
public fun <R> String.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences, where *first* char sequence contains characters for which [predicate] yielded `true`, while *second* char sequence contains characters for which [predicate] yielded `false`.
 * @param predicate the predicate function
 * @return the pair of char sequences.
 */
@SinceKotlin("1.2")
public fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`.
 * @param predicate the predicate function
 * @return the pair of strings.
 */
@SinceKotlin("1.2")
public fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}
@param size the number of elements to take in each window
@param step the number of elements to move the window forward by on each step, by default 1
@param partialWindows controls whether or not to keep partial windows in the end if any, by default ‘false’ which means partial windows won’t be preserved
@sample samples.collections.Sequences.Transformations.takeWindows

```kotlin
@sinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}
```

```kotlin
/**
 * Returns a list of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].
 * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last char sequences may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default ‘false’ which means partial windows won’t be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
*/
@sinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val result = ArrayList<R>((thisSize + step - 1) / step)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last char sequences may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default ‘false’ which means partial windows won’t be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
*/
@sinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step].
 * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last char sequences may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last char sequences may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default ‘false’ which means partial windows won’t be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
*/
@sinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index -> transform(subSequence(index, (index + size).coerceAtMost(length))) }
}

/**
 * Returns a list of pairs built from characters of both char sequences with same indexes. List has length of shortest char sequence.
 */
public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

/**
 * Returns a list of values built from characters of both char sequences with same indexes using provided [transform]. List has length of shortest char sequence.
 * @sample samples.Collections.Transformations.averageWindows
*/
public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
}
val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }

return list
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each pair of two adjacent characters in this char sequence.
 * The returned list is empty if this char sequence contains less than two characters.
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

/**
 * Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
package kotlin.text

import kotlin.comparisons.*
import kotlin.internal.contracts.*

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @sample samples.collections.Collections.Transformations.trim
 */
@SinceKotlin("1.2")
public fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex
            else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        }
        else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 * @sample samples.collections.Collections.Transformations.trimStart
 */
public fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return ""
}

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @sample samples.collections.Collections.Transformations.trim
 */
@SinceKotlin("1.2")
public fun CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }

/**
 * Returns a string having leading characters from the [chars] array removed.
 * @sample samples.collections.Collections.Transformations.trim
 */
@SinceKotlin("1.2")
public fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart { it in chars }
String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

/**
 * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator =
    object : CharIterator() {
        private var index = 0

        public override fun nextChar(): Char = get(index++)

        public override fun hasNext(): Boolean = index < length
    }

/**
 * Returns the string if it is not `null`, or the empty string otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String =
    substring(range.start, range.endInclusive + 1)

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 */
public fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String =
    substring(range.start, range.endInclusive + 1).toString()

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a substring before the last occurrence of [delimiter].
 */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOfLast(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOfLast(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate() && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOfLast(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}
fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring before the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Replaces the part of the string at the given range with the [replacement] char sequence.
 * @param range the index range of the part to be replaced.
 * @param replacement the replacement char sequence.
 */
fun String.replaceRange(range: IntRange, replacement: CharSequence): String {
    return replaceRange(range.start, range.endInclusive, replacement)
}

/**
 * Removes the part of a string at the given range.
 * @param range the index range of the part to be removed.
 */
fun String.removeRange(range: IntRange): String {
    return removeRange(range.start, range.endInclusive + 1)
}
CharSequence).removeRange(range).toString()

* If this char sequence starts with the given [prefix], returns a new char sequence
* with the prefix removed. Otherwise, returns a new char sequence with the same
characters.

* If this string starts with the given [prefix], returns a copy of this string
* with the prefix removed. Otherwise, returns this string.

* If this string ends with the given [suffix], returns a new char sequence
* with the suffix removed. Otherwise, returns a new char sequence

public fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {
    if (startsWith(prefix)) {
        return subSequence(prefix.length, length)
    }
    return subSequence(0, length)
}

/**
 * If this string starts with the given [prefix] and ends with the given [suffix],
 * returns a new string
 * having both the given [prefix] and [suffix] removed. Otherwise returns a new
 * string with the same characters.
 */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length)
    }
    return subSequence(0, length)
}

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}
**String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String**

```kotlin
val index = lastIndexOf(delimiter)
return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
```

**/**

*Replace part of string after the last occurrence of given delimiter with the [replacement] string.*

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}
```

**/**

*Replace part of string before the last occurrence of given delimiter with the [replacement] string.*

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

```kotlin
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

```kotlin
// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific
```

**/**

*Replace part of string after the last occurrence of given delimiter with the [replacement] string.*

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
public fun String.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)
```

**/**

*Replace part of string after the last occurrence of given delimiter with the [replacement] string.*

If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String = regex.replace(this, transform)
```

**/**

*Replace the first occurrence of the given regular expression in this char sequence with specified [replacement] expression.*

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)
```

**/**

*Returns `true` if this char sequence matches the given regular expression with the given [replacement].*

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)
```

**/**

*Implementation of [regionMatches] for CharSequences.*

```kotlin
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}
```

**/**

*Returns `true` if this char sequence starts with the specified character.*

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && char is String)
        return this.startsWith(char)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
}
```

**/**

*Returns `true` if this char sequence ends with the specified character.*

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean {
    return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
}
```

**/**

*Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.*

```kotlin
@kotlin.internal.InlineOnly
public infun fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
```
for (index in indices) {
    val matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) } ?: null
    if (matchingString != null) {
        return index to matchingString
    } else {
        return null
    }
}

/**
 * Finds the first occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @returns An index of the first occurrence of matched string from [strings] or `null` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 */
public fun CharSequence.findFirstAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = false)

/**
 * Finds the last occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @returns An index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds forward toward the beginning of the string.
 */
public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last = true)

/**
 * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @returns An index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds forward toward the beginning of the string.
 */
public fun CharSequence.findLastIndexOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    lastIndex - findLastAnyOf(strings, startIndex, ignoreCase, last = true)

/**
 * Finds the first occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @returns An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds forward toward the beginning of the string.
 */
public fun CharSequence.findFirstIndexOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findFirstAnyOf(strings, startIndex, ignoreCase, last = false)

/**
 * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @returns An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.
 * @param startIndex The index of character to start searching at. The search proceeds forward toward the beginning of the string.
 */
public fun CharSequence.findFirstIndexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    lastIndex - findFirstAnyOf(strings, startIndex, ignoreCase, last = true)
nativeIndexOf(string, startIndex)\n\n\nnativeIndexOf(string, startIndex)\n
\n\npublic fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        nativeLastIndexOf(char, startIndex)\n    else
        lastIndexOfAny(charArrayToCharSequence(char), startIndex, ignoreCase)\n}

/**
 * Returns the index within this char sequence of the last occurrence of
 * the specified character, starting from the specified [startIndex].
 * The index of character to start searching at. The search proceeds
 * backward toward the beginning of the string.
 * @param startIndex The index to start searching at. The search proceeds
 * backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @returns An index of the first occurrence of [char] or -1 if none is found.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharSequence.contains(regex: Regex): Boolean =
    regex.containsMatchIn(this)

/**
 * Returns `true` if this char sequence contains at least one match of the specified regular expression.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(regex: Regex): Boolean =
    regex.containsMatchIn(this)

/**
 * Returns a sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param startIndex The index to start searching delimiters from. No range having its start value
 * less than [startIndex] is returned.
 * @param ignoreCase `true` to ignore character case when matching a delimeter. By default `false`.
 * @returns A sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 */
public fun CharSequence.chunksOf(delimiters: CharSequence, startIndex: Int = 0, ignoreCase: Boolean = false): Sequence<IntRange> {
    return DelimitedRangesSequence(this, startIndex, delimiters.length)\n}

private class DelimitedRangesSequence(private val input: CharSequence, private val startIndex: Int, private val limit: Int, private val getNextMatch: CharSequence.(Int) -> Pair<Int, Int>?): Sequence<IntRange> {

    override fun iterator(): Iterator<IntRange> = object :
        Iterator<IntRange> {
            var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
            var currentStartIndex: Int = startIndex.coerceIn(0, input.length)
            var nextSearchIndex: Int = currentStartIndex\n            var nextItem: IntRange? = null
            var counter: Int = 0

            private fun calcNext() {
                if (nextSearchIndex < 0) {
                    nextState = 0
                    nextItem = null
                }
                else {
                    if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {
                        nextItem = currentStartIndex..input.lastIndex
                        nextSearchIndex = -1
                    }
                    else {
                        val match = input.getNextMatch(nextSearchIndex)
                        if (match == null) {
                            nextItem = currentStartIndex..input.lastIndex
                            nextSearchIndex = -1
                        }
                        else {
                            val (index, length) = match
                            nextItem = currentStartIndex until index
                            currentStartIndex = index + length\n                            nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0
                        }
                    }
                }
                nextState = 1
            }

            override fun next(): IntRange {
                if (nextState == -1)
                    calcNext()
                if (nextState == 0)
                    throw NoSuchElementException()
                val result = nextItem as IntRange
                nextItem = null
                return result
            }

            override fun hasNext(): Boolean {
                if (nextState == -1)
                    calcNext()
                return nextState == 1
            }

            override fun hasPrev(): Boolean {
                if (nextState == -1)\n                    calcNext()
            }
        }
}

/**
 * Returns the sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as
delimiters.
 * @param startIndex The index to start searching delimiters from.
 * @param ignoreCase `true` to ignore character case when matching a delimeter. By default `false`.
 * @returns A sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 */
public fun CharSequence.chunksOf(delimiters: CharSequence, startIndex: Int = 0, ignoreCase: Boolean = false): Sequence<IntRange> {
    return DelimitedRangesSequence(this, startIndex, delimiters.length)\n}

/**
 * Returns a sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as
delimiters.
 * @param startIndex The index to start searching delimiters from.
 * @param ignoreCase `true` to ignore character case when matching a delimeter. By default `false`.
 * @returns A sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 */
public fun CharSequence.chunksOf(delimiters: CharSequence, startIndex: Int = 0, ignoreCase: Boolean = false): Sequence<IntRange> {
    return DelimitedRangesSequence(this, startIndex, delimiters.length)\n}

/**
 * Returns the sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as
delimiters.
 * @param startIndex The index to start searching delimiters from.
 * @param ignoreCase `true` to ignore character case when matching a delimeter. By default `false`.
 * @returns A sequence of index ranges of substrings in this char sequence around
 * occurrences of the specified [delimiters].
 */
public fun CharSequence.chunksOf(delimiters: CharSequence, startIndex: Int = 0, ignoreCase: Boolean = false): Sequence<IntRange> {
    return DelimitedRangesSequence(this, startIndex, delimiters.length)\n}
@param limit The maximum number of substrings to return. Zero by default means no limit is set.

@private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {  
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()
    return DelimitedRangesSequence(this, startIndex, limit, { startIndex ->
        findAnyOf(delimitersList, startIndex, ignoreCase = ignoreCase, limit = limit).map { substring(it) } })
}

// split

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 *
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`. 
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * @param ignoreCase `true` to avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.
character case when matching a delimiter. By default `false`. * @param limit The maximum number of substrings to return.*

```kotlin
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, {"Limit must be non-negative, but was $limit." })
    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }
    var currentOffset = nextIndex + delimiter.length
    var nextIndex
    var result = ArrayList<String>()
    do { result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)
    result.add(substring(currentOffset, length))
    return result
}
```

```kotlin
/**
 * Splits this char sequence around matches of the given regular expression.
 * Non-negative value specifying the maximum number of substrings to return.
 * Zero by default means no limit is set.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)

/**
 * Returns an [Iterator] over the elements of the source of this grouping.
 */
fun sourceIterator(): Iterator<T>

/**
 * Extracts the key of an [element].
 */
fun keyOf(element: T): K
```

```kotlin
/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 */
```
destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))

return destination
}

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is provided by [initialValueSelector] function.

It's invoked with parameters:
- `key`: the key of the group
- `element`: the first element being encountered in that group
- `accumulator`: the current value of the accumulator of the group
- `operation`: the function that is invoked on each element with the following parameters:
- `key`: the key of the group
- `accumulator`: the current value of the accumulator of the group
- `element`: the first element being encountered in that group.

If the [destination] map already has a value corresponding to some key, that value is used as an initial value of accumulator. The current value of the accumulator and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is provided by [initialValueSelector] function.

It's invoked with parameters:
- `key`: the key of the group
- `element`: the first element being encountered in that group
- `operation`: the function that is invoked on each element with the following parameters:
- `key`: the key of the group
- `accumulator`: the current value of the accumulator of the group
- `element`: the first element being encountered in that group.

If the [destination] map already has a value corresponding to some key, that value is used as an initial value of accumulator. The current value of the accumulator and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is the same [initialValue] for each group. It's invoked with parameters:
- `key`: the key of the group
- `element`: the first element being encountered in that group
- `operation`: the function that is invoked on each element with the following parameters:
- `accumulator`: the current value of the accumulator of the group
- `element`: the first element being encountered in that group.

If the [destination] map already has a value corresponding to some key, that value is used as an initial value of accumulator. The current value of the accumulator and the current element as arguments, and stores the results in the given [destination] map. An initial value of accumulator is the same [initialValue] for each group.
elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments. An initial value of accumulator is the first element of the group. @param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@returns a [Map] associating the key of each group with the result of accumulating the group elements.

`<@SinceKotlin("1.1."ꚨ)>public inline fun <S, T : S, K> Grouping<T, K>.reduce(@param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@returns a [Map] associating the key of each group with the result of accumulating the group elements.

`<@SinceKotlin("1.1."ꚨ)>public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(@param destination a [MutableMap] associating the key of each group with the result of accumulating the group elements.

`<@SinceKotlin("1.1."ꚨ)>public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCount(): Map<K, Int> =
        fold(0) { acc, _ -> acc + 1 }

`<@SinceKotlin("1.1."ꚨ)>public fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0.0) { acc, e -> acc + valueSelector(e)}

/* Not available on platform: JS */

/*
// TODO: sum by long and by double overloads

public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
        fold(0.0) { acc, e -> acc + valueSelector(e)}
*/

`
package kotlin.js

/**
 * Exposes the JavaScript [Math
 */
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =
        fold(0) { acc, e -> acc + valueSelector(e) }
*/

package kotlin.js

/**
 * An interface for indexing access to a collection of key-value pairs, where
 type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json {
    /**
     * Calls to
the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.

* E.g. for next code:

```kotlin
fun test(j: Json, p: String) = j["prop"] + j.get(p)
```

* will be generated:

```js
function test(j, p) {
    return j["prop"] + j[p];
}
```

* operator fun get(propertyName: String): Any? * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].

* E.g. for the following code:

```kotlin
fun test(j: Json, p: String, newValue: Any) {
    j["prop"] = 1
    j.set(p, newValue)
}
```

* will be generated:

```js
function test(j, p, newValue) {
    j["prop"] = 1;
    j[p] = newValue;
}
```

public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}

public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        if (other.asDynamic().hasOwnProperty(key)) {
            this[key] = other[key];
        }
    }
    return this
}

public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?: Any?): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String

    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
}

Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.

```kotlin
Double.isNaN(): Boolean = this != this
```

```kotlin
Float.isNaN(): Boolean = this != this
```

```kotlin
Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY
```

```kotlin
Float.isInfinite(): Boolean = this != Float.NaN || this == Float.NEGATIVE_INFINITY
```

```kotlin
Double.isFinite(): Boolean = !isInfinite() && !isNaN() || !isNaN()
```

```kotlin
Float.isFinite(): Boolean = !isInfinite() && !isNaN() || !isNaN()
```

```kotlin
Double.toBits(): Long = definedExternally
```

```kotlin
Double.toRawBits(): Long = definedExternally
```

```kotlin
Double.Companion.fromBits(bits: Long): Double = js("Kotlin").doubleFromBits(bits).unsafeCast<Double>()
```

```kotlin
Float.toBits(): Int = definedExternally
```

```kotlin
Float.toRawBits(): Int = definedExternally
```

```kotlin
```

```kotlin
Double.valueOf(value: String): Double = js("Kotlin").doubleFromValue(value)
```

```kotlin
Float.valueOf(value: String): Float = js("Kotlin").floatFromValue(value)
```

```kotlin
Double.parseDouble(value: String): Double = js("Kotlin").doubleParseDouble(value)
```

```kotlin
Float.parseFloat(value: String): Float = js("Kotlin").floatParseFloat(value)
```

```kotlin
Double.parseDouble(value: String): Double = js("Kotlin").doubleParseDouble(value)
```

```kotlin
Float.parseFloat(value: String): Float = js("Kotlin").floatParseFloat(value)
```

```kotlin
Double().toString(): String = js("Kotlin").doubleToString()"
range is wider than "single format" bit layout can represent, so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

```kotlin
@SinceKotlin("1.2")
@library("floatToRawBits")
public fun Float.toRawBits(): Int =
    definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

/*
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 */

package kotlin.text

/**
 * Returns true if the contents of this string is equal to the word "true", ignoring case, and 'false' otherwise.
 */
public fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public fun String.toByte(): Byte = toByteOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public fun String.toShort(): Short = toShortOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public fun String.toInt(): Int = toIntOrNull() ?: numberFormatException(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public fun String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public inline fun String.toDouble(): Double =
    (+this.asDynamic()).unsafeCast<Double>().also {
        if (it.isNaN() && !this.isNaN()) it = 0.0
    } numberFormatException(this)

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public fun String.toDoubleOrNull(): Double? =
    (+this.asDynamic()).takeIf {
        it.isNaN() && !this.isNaN() || it == 0.0
    } numberFormatException(this)

private fun String.isNaN(): Boolean =
    definedExternally
```
when(this.toLowerCase()) { 'nan', '+nan', '-nan' -> true
else -> false
} %n/*
* Checks whether the given [radix] is valid radix for string to number and number to string conversion.
*/

var

fun checkRadix(radix: Int): Int {
    if(radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

private fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

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 */

package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {

    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S> catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

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 * limitations under the License.
 */

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),

    /** Enables multiline mode.
     *
     * In multiline mode the expressions `^` and `$` match just after or just before a line terminator or the end of the input sequence.
     */
    MULTILINE("m")
}

/** A compiled representation of a regular expression.
 */
public class Regex(pattern: String, options: Set<RegexOption>) {

    /** The pattern string of this regular expression. */
    public val pattern: String = pattern
    /** The set of options that were used to create this regular expression. 
     * 
     */
    public class Regex(pattern: String, options: Set<RegexOption>) {
        /** Creates a regular expression from the specified [pattern] string and the specified single [option]. 
     * 
     */
        public constructor(pattern: String, option: RegexOption): this(pattern, setOf(option))

        /** Creates a regular expression from the specified [pattern] string and the default options. 
     * 
     */
        public constructor(pattern: String): this(pattern, emptySet())
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```java
        escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$$$")

        private val "\\$&")

        /** Returns a literal replacement exression for the specified [literal] string. */
        public fun [literal] string. */
        public fun escape(literal: String): String = literal.nativeReplace(patternEscape,

        fromLiteral(literal: String): Regex = Regex(escape(literal))

        /** Returns a literal pattern for the specified [literal] string. */
        public fun

        companion object {
        /** Returns a literal regex for the specified [literal] string. */
        public fun

        override fun toString(): String = nativePattern.toString()

    /** Returns the string
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /** Returns the string
        matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()

        limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val

        @param limit The maximum number of times the split can occur.
     */
    public fun split(input: CharSequence,

    /**
     * Splits this string around matches of the given regular expression.
     *
     *
     * @param replacement A replacement expression that can
     */
    public fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
    * Replaces all occurrences of this regular expression in the specified [input] string with specified
    * replacement expression. *
    * @param replacement A replacement expression that can include substitutions. See [[Matcher.appendReplacement]] for details.
    */
    public fun replaceAll(input: CharSequence, replacement: String): String {

    find(input)

        var lastStart = 0

        for (match in matches) {
            result.add(input.subSequence(lastStart, foundMatch.range.endInclusive + 1).toString())
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
patternEscape = RegExp("[^\\^$*+?.(){}\[\]\|\-|\]\\]\w+\"]\nprivate val replacementEscape =
    \"[\w\d]+\"]\n
private val replacementEscape =
    RegExp("[\w\d]+\"]\n
/** Creates a regular expression from the specified \[pattern\] string and the
    specified single \[option\]. */
public fun Regex_0(pattern: String, option: RegexOption): Regex =
    Regex(pattern, setOf(option))\n
/** Creates a regular expression from the specified
    \[pattern\] string and the default options. */
public fun Regex_1(pattern: String): Regex =
    Regex(pattern, emptySet())\n
private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range =
        match.index..lastIndex - 1\n
    return object : MatchResult {
        override val range: IntRange = range
        override val value: String =
            match[0]!!
        override val groups: MatchGroupCollection =
            object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
                override val size: Int get() = match.length
                override fun iterator(): Iterator<MatchGroup?> =
                    indices.asSequence().map { this[it] }.iterator()
                override fun get(index: Int): MatchGroup? =
                    match[index]?.let { MatchGroup(it) }
            }

            private var groupValues_: List<String>? = null
            override val groupValues: List<String>
                get() {
                    if (groupValues_ == null) {
                        groupValues_ = object : AbstractList<String>() {
                            override val size: Int get() = match.length
                            override fun get(index: Int): String =
                                match[index] ?: ""
                        }
                    }
                    return groupValues_!!
                }
            override fun next(): MatchResult? =
                this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
        }
    }

    return null
}

/**
 * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to
 * start the next match.
 */
public var lastIndex: Int
    get() = @Deprecated("Provided for binary compatibility", level =
        DeprecationLevel.HIDDEN)@JsName("Regex_bl3q2\$")
    @JsName("Regex_61zpoe\$")
    public fun Regex.reset() {
        lastIndex = 0
    }

/**
 * Represents the return value of \[RegExp.exec\] if the \[index\] parameter is 0, or the text matched by the capturing parenthesis\n * at the given index.\n *\n */
public inline operator fun RegExpMatch.get(index: Int): String? =
    asDynamic()[index]!!

Converts the result of \[RegExp.exec\] to an array where the first element contains the entire matched text and each
subsequent\n * element is the text matched by each capturing parenthesis.\n
*/

public inline fun
RegExpMatch.asArray(): Array<out String?> =
    unsafeCast<Array<String>>{(@"/*\n/

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governing permissions and\n* limitations under the License.\n*/

package kotlin.js

/**
public external class RegExp(pattern: String, flags: String? = definedExternally) {
    public fun test(str: String): Boolean
    public fun exec(str: String): RegExpMatch?
    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to
     * start the next match.
     */
    public var lastIndex: Int
        get() = @Deprecated("Provided for binary compatibility", level =
            DeprecationLevel.HIDDEN)@JsName("Regex_bl3q2\$")
    @JsName("Regex_61zpoe\$")
    public fun Regex.reset() {
        lastIndex = 0
    }

    /**
     * Represents the return value of \[RegExp.exec\] if the \[index\] parameter is 0, or the text matched by the capturing parenthesis\n     * at the given index.\n     *\n     */
    public inline operator fun RegExpMatch.get(index: Int): String? =
        asDynamic()[index]!!

    Converts the result of \[RegExp.exec\] to an array where the first element contains the entire matched text and each
subsequent\n * element is the text matched by each capturing parenthesis.\n
*/

public inline fun
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    unsafeCast<Array<String>>{(@"/*\n/

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governing permissions and\n* limitations under the License.\n*/

package kotlin.sequences

internal class
ConstrainedOnceSequence<T>(sequence: Sequence<T>) : Sequence<T> {
    private var sequenceRef:
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The following code is generated from IDL files provided by the Khronos Group. It is not intended for human reading and should not be edited directly.

```kotlin
package org.khronos.webgl

import kotlin.js.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

}
```

class WebGLObject { /* Exposes the JavaScript */
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin

abstract class WebGLObject { /* Exposes the JavaScript */
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin

abstract class WebGLObject { /* Exposes the JavaScript */
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin

abstract class WebGLProgram { /* Exposes the JavaScript */
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin

abstract class WebGLProgram { /* Exposes the JavaScript */
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin

abstract class WebGLProgram { /* Exposes the JavaScript */
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin

abstract class WebGLUniformLocation { /* Exposes the JavaScript */
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin

abstract class WebGLActiveInfo { open val size: Int
open val type: Int
open val name: String

abstract class WebGLShaderPrecisionFormat { open val rangeMin: Int
open val rangeMax: Int
open val precision: Int

public external interface WebGLRenderingContextBase {
  val canvas: HTMLCanvasElement
  val drawingBufferWidth: Int
  val drawingBufferHeight: Int
  fun getContextAttributes(): WebGLContextAttributes?
  fun isContextLost(): Boolean
  fun getSupportedExtensions(): Array<String>?
  fun getExtension(name: String): dynamic
  fun activeTexture(texture: Int): Unit
  fun attachShader(program: WebGLProgram?, shader: WebGLShader?): Unit
  fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String): Unit
  fun bindBuffer(target: Int, buffer: WebGLBuffer?): Unit
  fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?): Unit
  fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?): Unit
  fun bindTexture(target: Int, texture: WebGLTexture?): Unit
  fun blendColor(red: Float, green: Float, blue: Float, alpha: Float): Unit
  fun blendEquation(mode: Int): Unit
  fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int): Unit
  fun blendFunc(sfactor: Int, dfactor: Int): Unit
  fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int): Unit
  fun createBuffer(): WebGLBuffer?
  fun createFramebuffer(): WebGLFramebuffer?
  fun createProgram(): WebGLProgram?
  fun createRenderbuffer(): WebGLRenderbuffer?
  fun createShader(type: Int): WebGLShader?
  fun createTexture(): WebGLTexture?
  fun cullFace(mode: Int): Unit
  fun deleteBuffer(buffer: WebGLBuffer?): Unit
  fun deleteFramebuffer(framebuffer: WebGLFramebuffer?): Unit
  fun deleteProgram(program: WebGLProgram?): Unit
  fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?): Unit
  fun deleteShader(shader: WebGLShader?): Unit
  fun deleteTexture(texture: WebGLTexture?): Unit
  fun depthFunc(func: Int): Unit
  fun depthMask(flag: Boolean): Unit
  fun...
depthRange(zNear: Float, zFar: Float): Unit
fun detachShader(program: WebGLProgram?, shader: WebGLShader?): Unit
fun disable(cap: Int): Unit
fun disableVertexAttribArray(index: Int): Unit
fun drawArrays(mode: Int, first: Int, count: Int): Unit
fun enable(cap: Int): Unit
fun enableVertexAttribArray(index: Int): Unit
fun finish(): Unit
fun framebufferRenderbuffer(target: Int, attachment: Int, renderbufferTarget: Int, renderbuffer: WebGLRenderbuffer?): Unit
fun frontFace(mode: Int): Unit
fun generateMipmap(target: Int): Unit
fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
fun getAttribLocation(program: WebGLProgram?, name: String): Int
fun getBufferParameter(target: Int, pname: Int): Any?
fun getError(): Int
fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?
fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getShaderSource(shader: WebGLShader?): String?
fun getTexParameter(target: Int, pname: Int): Any?
fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?
fun getVertexAttrib(index: Int, pname: Int): Any?
fun getVertexAttribOffset(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int): Unit
fun isBuffer(buffer: WebGLBuffer?): Boolean
fun isEnabled(cap: Int): Boolean
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
fun isShader(shader: WebGLShader?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun lineWidth(width: Float): Unit
fun linkProgram(program: WebGLProgram?): Unit
fun pixelStorei(pname: Int, param: Int): Unit
fun polygonOffset(factor: Float, units: Float): Unit
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?): Unit
fun sampleCoverage(value: Float, invert: Boolean): Unit
fun scissor(x: Int, y: Int, width: Int, height: Int): Unit
fun shaderSource(shader: WebGLShader?, source: String): Unit
fun stencilFunc(func: Int, ref: Int, mask: Int): Unit
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int): Unit
fun stencilMask(mask: Int): Unit
fun stencilMaskSeparate(face: Int, mask: Int): Unit
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source:TexImageSource?): Unit
fun texParameterf(target: Int, pname: Int, param: Float): Unit
fun texParameteri(target: Int, pname: Int, param: Int): Unit
fun texSubImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source:TexImageSource?): Unit
fun uniform1f(location: WebGLUniformLocation?, x: Float): Unit
fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>): Unit
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array): Unit
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float): Unit
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array): Unit
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array): Unit
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float): Unit
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array): Unit
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array): Unit
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float): Unit
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array): Unit
fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array): Unit
Intn val STENCIL_REF: Intn val STENCIL_VALUE_MASK: Intn val STENCIL_WRITEMASK:
Intn val STENCIL_BACK_FUNC: Intn val STENCIL_BACK_FAIL: Intn val
STENCIL_BACK_PASS_DEPTH_FAIL: Intn val STENCIL_BACK_PASS_DEPTH_PASS: Intn val
STENCIL_BACK_REF: Intn val STENCIL_BACK_VALUE_MASK: Intn val
STENCIL_BACK_WRITEMASK: Intn val VIEWPORT: Intn val SCISSOR_BOX: Intn val
COLOR_CLEAR_VALUE: Intn val COLOR_WRITEMASK: Intn val UNPACK_ALIGNMENT: Intn val
PACK_ALIGNMENT: Intn val MAX_TEXTURE_SIZE: Intn val MAX_VIEWPORT_DIMS: Intn val
SUBPIXEL_BITS: Intn val RED_BITS: Intn val GREEN_BITS: Intn val BLUE_BITS: Intn val
ALPHA_BITS: Intn val DEPTH_BITS: Intn val STENCIL_BITS: Intn val
POLYGON_OFFSET_UNITS: Intn val POLYGON_OFFSET_FACTOR: Intn val
TEXTURE_BINDING_2D: Intn val SAMPLE_BUFFERS: Intn val SAMPLES: Intn val
SAMPLE_COVERAGE_VALUE: Intn val SAMPLE_COVERAGE_INVERT: Intn val
COMPRESSED_TEXTURE_FORMATS: Intn val DONT_CARE: Intn val FASTEST: Intn val
NICEST: Intn val GENERATE_MIPMAP_HINT: Intn val BYTE: Intn val UNSIGNED_BYTE:
Intn val SHORT: Intn val UNSIGNED_SHORT: Intn val INT: Intn val
UNSIGNED_INT: Intn val FLOAT: Intn val DEPTH_COMPONENT: Intn val RGB: Intn val
RGBA: Intn val LUMINANCE: Intn val LUMINANCE_ALPHA: Intn val
UNSIGNED_SHORT_4_4_4_4: Intn val UNSIGNED_SHORT_5_5_5_1: Intn val
UNSIGNED_SHORT_5_6_5: Intn val FRAGMENT_SHADER: Intn val VERTEX_SHADER: Intn val
MAX_VERTEX_ATTRIBS: Intn val MAX_VERTEX_UNIFORM_VECTORS: Intn val
MAX_VARYING_VECTORS: Intn val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Intn val
MAX_VERTEX_TEXTURE_IMAGE_UNITS: Intn val MAX_TEXTURE_IMAGE_UNITS: Intn val
MAX_FRAGMENT_UNIFORM_VECTORS: Intn val SHADER_TYPE: Intn val
ATTACHED_SHADERS: Intn val
ACTIVE_UNIFORMS: Intn val VENDOR: Intn val RENDERER: Intn val VERSION: Intn val
NEAREST: Intn val LINEAR: Intn val NEAREST_MIPMAP_NEAREST: Intn val
LINEAR_MIPMAP_LINEAR: Intn val
TEXTURE_MAG_FILTER: Intn val TEXTURE_MIN_FILTER: Intn val
TEXTURE_WRAP_S: Intn val TEXTURE_WRAP_T: Intn
TEXTURE_CUBE_MAP: Intn val TEXTURE_BINDING_CUBE_MAP: Intn val
TEXTURE_CUBE_MAP_POSITIVE_X: Intn val TEXTURE_CUBE_MAP_NEGATIVE_X: Intn val
TEXTURE_CUBE_MAP_POSITIVE_Y: Intn val TEXTURE_CUBE_MAP_NEGATIVE_Y: Intn val
TEXTURE_CUBE_MAP_POSITIVE_Z: Intn val TEXTURE_CUBE_MAP_NEGATIVE_Z: Intn val
MAX_CUBE_MAP_TEXTURE_SIZE: Intn
TEXTURE2: Intn val TEXTURE3: Intn val TEXTURE4: Intn val TEXTURE5: Intn val
TEXTURE6: Intn val TEXTURE7: Intn val TEXTURE8: Intn val TEXTURE9: Intn val
TEXTURE14: Intn val TEXTURE15: Intn val TEXTURE16: Intn val TEXTURE17: Intn val
TEXTURE30: Intn val TEXTURE31: Intn val
ACTIVE_TEXTURE: Intn val CLAMP_TO_EDGE: Intn val MIRRORED_REPEAT: Intn val
REPEAT: Intn val FLOAT_VEC2: Intn val

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/**
 * Exposes the JavaScript WebGLContextEvent to Kotlin
 */
public external open class WebGLContextEvent:(
    type: String,
    eventInit: WebGLContextEventInit
) : Event {
    open val statusMessage: String
}

public external interface WebGLContextEventInit:(
    statusMessage: String? = "",
    bubbles: Boolean? = false,
    cancelable: Boolean? = false,
).
composed: Boolean? = false): WebGLContextEventInit {
    // JavaScript code
}

/**
 * Exposes the JavaScript

 * @param {ArrayBuffer} [buffer]
 * @param {Int8Array} [arrayBuffer]
 * @param {Uint8Array} [uint8Array]
 */
public class ArrayBuffer {
    // Constructor
    constructor(length: Int) {
        // Constructor code
    }

    // Methods
    fun byteLength() = length
    fun slice(start: Int, end: Int): ArrayBuffer {
        // Slice method
    }
}

/**
 * Exposes the JavaScript

 * @param {ArrayBufferView} [buffer]
 * @param {Int8Array} [arrayBufferView]
 * @param {Uint8Array} [uint8ArrayView]
 */
public class ArrayBufferView {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun byteOffset() = byteOffset
    fun byteLength() = length
}

/**
 * Exposes the JavaScript

 * @param {Int8Array} [array]
 * @param {Uint8Array} [int8Array]
 * @param {Uint8ClampedArray} [uint8ClampedArray]
 */
public class Int8Array {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun set(array: Int8Array) = set
    fun subarray(start: Int, end: Int): Int8Array {
        // Subarray method
    }
}

/**
 * Exposes the JavaScript

 * @param {Uint8Array} [array]
 * @param {Uint8ClampedArray} [uint8ClampedArray]
 */
public class Uint8Array {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun set(array: Uint8Array) = set
    fun subarray(start: Int, end: Int): Uint8Array {
        // Subarray method
    }
}

/**
 * Exposes the JavaScript

 * @param {Uint8ClampedArray} [array]
 */
public class Uint8ClampedArray {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun set(array: Uint8ClampedArray) = set
    fun subarray(start: Int, end: Int): Uint8ClampedArray {
        // Subarray method
    }
}

/**
 * Exposes the JavaScript

 * @param {Int16Array} [array]
 * @param {Uint16Array} [uint16Array]
 */
public class Int16Array {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun set(array: Int16Array) = set
    fun subarray(start: Int, end: Int): Int16Array {
        // Subarray method
    }
}

/**
 * Exposes the JavaScript

 * @param {Uint16Array} [array]
 */
public class Uint16Array {
    // Constructor
    constructor(buffer: ArrayBuffer) {
        // Constructor code
    }

    // Methods
    fun set(array: Uint16Array) = set
    fun subarray(start: Int, end: Int): Uint16Array {
        // Subarray method
    }
}
class Uint16Array : ArrayBufferView {
    constructor(length: Int) 
    constructor(array: Uint16Array) 
    constructor(array: Array<Short>, offset: Int = definedExternally) 
    constructor(array: Array<Short>, offset: Int = definedExternally) 
    open val length: Int 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    fun set(array: Uint16Array, offset: Int = definedExternally): Uint16Array 
    fun set(array: Array<Short>, offset: Int = definedExternally): Uint16Array 
    fun set(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally): Uint16Array 
    fun subarray(start: Int, end: Int): Uint16Array 

    companion object {
        val BYTES_PER_ELEMENT: Int = Uint16Array@kotlin.internal.InlineOnly inline operator fun Uint16Array.get(index: Int): Uint16Array 
        fun get(array: Uint16Array, offset: Int = definedExternally): Uint16Array 
        fun get(array: Array<Short>, offset: Int = definedExternally): Uint16Array 

    }
}

@kotlin.internal.InlineOnly inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun Uint16Array.set(index: Int, value: Short): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScript [Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin 
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin 
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin 
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin 
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin 
 */
public external open class Int32Array : ArrayBufferView {
    constructor(length: Int) 
    constructor(array: Int32Array) 
    constructor(array: Array<Int>, offset: Int = definedExternally): Int32Array 
    constructor(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally): Int32Array 
    open val length: Int 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    override val byteLength: Int 
    fun set(array: Int32Array, offset: Int = definedExternally): Unit 
    fun set(array: Array<Int>, offset: Int = definedExternally): Unit 
    fun subarray(start: Int, end: Int): Int32Array 

    companion object {
        val BYTES_PER_ELEMENT: Int = Int32Array@kotlin.internal.InlineOnly inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index] 
        fun get(array: Int32Array, offset: Int = definedExternally): Int32Array 
        fun get(array: Array<Int>, offset: Int = definedExternally): Int32Array 

    }
}

@kotlin.internal.InlineOnly inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun Int32Array.set(index: Int, value: Int): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin 
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin 
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin 
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin 
 */
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int) 
    constructor(array: Uint32Array) 
    constructor(array: Array<Int>, offset: Int = definedExternally): Uint32Array 
    constructor(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally): Uint32Array 
    open val length: Int 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    override val byteLength: Int 
    fun set(array: Uint32Array, offset: Int = definedExternally): Unit 
    fun set(array: Array<Int>, offset: Int = definedExternally): Unit 
    fun subarray(start: Int, end: Int): Uint32Array 

    companion object {
        val BYTES_PER_ELEMENT: Int = Uint32Array@kotlin.internal.InlineOnly inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index] 
        fun get(array: Uint32Array, offset: Int = definedExternally): Uint32Array 
        fun get(array: Array<Int>, offset: Int = definedExternally): Uint32Array 

    }
}

@kotlin.internal.InlineOnly inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun Uint32Array.set(index: Int, value: Int): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScript [Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin 
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin 
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin 
 */
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int) 
    constructor(array: Float32Array) 
    constructor(array: Array<Float>, offset: Int = definedExternally): Float32Array 
    constructor(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally): Float32Array 
    open val length: Int 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    override val byteLength: Int 
    fun set(array: Float32Array, offset: Int = definedExternally): Unit 
    fun set(array: Array<Float>, offset: Int = definedExternally): Unit 
    fun subarray(start: Int, end: Int): Float32Array 

    companion object {
        val BYTES_PER_ELEMENT: Int = Float32Array@kotlin.internal.InlineOnly inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index] 
        fun get(array: Float32Array, offset: Int = definedExternally): Float32Array 
        fun get(array: Array<Float>, offset: Int = definedExternally): Float32Array 

    }
}

@kotlin.internal.InlineOnly inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun Float32Array.set(index: Int, value: Float): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin 
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin 
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int) 
    constructor(array: Float64Array) 
    constructor(array: Array<Double>, offset: Int = definedExternally): Float64Array 
    constructor(array: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally): Float64Array 
    open val length: Int 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    override val byteLength: Int 
    fun set(array: Float64Array, offset: Int = definedExternally): Unit 
    fun set(array: Array<Double>, offset: Int = definedExternally): Unit 
    fun subarray(start: Int, end: Int): Float64Array 

    companion object {
        val BYTES_PER_ELEMENT: Int = Float64Array@kotlin.internal.InlineOnly inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index] 
        fun get(array: Float64Array, offset: Int = definedExternally): Float64Array 
        fun get(array: Array<Double>, offset: Int = definedExternally): Float64Array 

    }
}

@kotlin.internal.InlineOnly inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun Float64Array.set(index: Int, value: Double): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin 
 */
public external open class DataView : ArrayBufferView {
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally): DataView 
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) 
    override val buffer: ArrayBuffer 
    override val byteOffset: Int 
    override val byteLength: Int 
    fun set(array: DataView, offset: Int = definedExternally): Unit 
    fun set(array: Array<byte>, offset: Int = definedExternally): Unit 
    fun subarray(start: Int, end: Int): DataView 

    companion object {
        val BYTES_PER_ELEMENT: Int = DataView@kotlin.internal.InlineOnly inline operator fun DataView.get(index: Int): byteArray = asDynamic()[index] 
        fun get(array: DataView, offset: Int = definedExternally): DataView 
        fun get(array: Array<byte>, offset: Int = definedExternally): DataView 

    }
}

@kotlin.internal.InlineOnly inline operator fun DataView.get(index: Int): byteArray = asDynamic()[index] 
@kotlin.internal.InlineOnly inline operator fun DataView.set(index: Int, value: byteArray): Unit = asDynamic()[index] = value; 

/**
 * Exposes the JavaScrip...
override fun item(index: Int): String
    fun getPropertyValue(property: String): String
    fun getPropertyPriority(property: String): String
    fun setProperty(property: String, value: String, priority: String = definedExternally): Unit
    fun setPropertyValue(property: String, value: String): Unit
    fun setPropertyPriority(property: String, priority: String): Unit
    fun removeProperty(property: String): String
)
@kotlin.internal.InlineOnly inline operator fun CSSStyleDeclaration.get(index: Int): String? =
asDynamic()[index]

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    override fun item(index: Int): String?
    fun appendMedium(medium: String): Unit
    fun deleteMedium(medium: String): Unit
}

/**
 * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: StyleSheet?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override val length: Int
    override fun item(index: Int): StyleSheet?
}

/**
 * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override val length: Int
    override fun item(index: Int): CSSRule?
}

/**
 * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?
}

/**
 * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int): Unit
}

/**
 * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin
 */
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String
}

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {

    companion object {
        fun escape(ident: String): String
    }
}

@file:Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import


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package org.w3c.dom.events
import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import

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modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? = false
    var cancelable: Boolean? = false
    var composed: Boolean? = false

    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? = false

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
cancelable: Boolean? = false, composed: Boolean? = false):_wheelEventInit {\n    var o = js("{}")\n    o["deltaX"] = deltaX\n    o["deltaY"] = deltaY\n    o["deltaZ"] = deltaZ\n    o["deltaMode"] = deltaMode\n    o["screenX"] = screenX\n    o["screenY"] = screenY\n    o["clientX"] = clientX\n    o["clientY"] = clientY\n    o["button"] = button\n    o["buttons"] = buttons\n    o["relatedTarget"] = relatedTarget\n    o["ctrlKey"] = ctrlKey\n    o["shiftKey"] = shiftKey\n    o["altKey"] = altKey\n    o["metaKey"] = metaKey\n    o["modifierAltGraph"] = modifierAltGraph\n    o["modifierCapsLock"] = modifierCapsLock\n    o["modifierFn"] = modifierFn\n    o["modifierFnLock"] = modifierFnLock\n    o["modifierHyper"] = modifierHyper\n    o["modifierNumLock"] = modifierNumLock\n    o["modifierScrollLock"] = modifierScrollLock\n    o["modifierSuper"] = modifierSuper\n    o["modifierSymbol"] = modifierSymbol\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n}

/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("{}")
    o["data"] = data\n    o["isComposing"] = isComposing\n    o["view"] = view\n    o["detail"] = detail\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var o = js("{}")
    o["key"] = key\n    o["code"] = code\n    o["location"] = location\n    o["repeat"] = repeat\n    o["isComposing"] = isComposing\n    o["ctrlKey"] = ctrlKey\n    o["shiftKey"] = shiftKey\n    o["altKey"] = altKey\n    o["metaKey"] = metaKey\n    o["modifierAltGraph"] = modifierAltGraph\n    o["modifierCapsLock"] = modifierCapsLock\n    o["modifierFn"] = modifierFn\n    o["modifierNumLock"] = modifierNumLock\n    o["modifierScrollLock"] = modifierScrollLock\n    o["modifierSuper"] = modifierSuper

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```kotlin
/*
 * Generated file
 * DO NOT EDIT
 * 
 * See libraries/tools/idl2k for details
 */

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.dom

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
    open val fullscreenEnabled: Boolean
    open val fullscreen: Boolean
    var onfullscreenchange: ((Event) -> dynamic)?
    var onfullscreenerror: ((Event) -> dynamic)?
    open val rootElement: SVGSVGElement?
    var title: String
    open val referrer: String
    var domain: String
    open val activeElement: Element?
    open val location: Location?
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val embeds: HTMLCollection
```
applets: HTMLCollection
open val all: HTMLAllCollection
open val implementation:
DOMImplementation
open val URL: String
open val documentURI: String
open val origin: String
open val compatMode: String
open val characterSet: String
open val inputEncoding: String
open val contentType: String
open val doctype: DocumentType
open val documentElement: Element
open val scrollingElement: Element
open val styleSheets: StyleSheetList
override var onabort: ((Event) -> dynamic)?
override var onblur: ((Event) -> dynamic)?
override var oncancel: ((Event) -> dynamic)?
override var oncontextmenu:
((Event) -> dynamic)?
n override var oncuechange: ((Event) -> dynamic)?
override var ondblclick: ((Event) ->
dynamic)?
n override var ondrag: ((Event) -> dynamic)?
n override var ondragend: ((Event) -> dynamic)?
n override var ondragenter: ((Event) -> dynamic)?
n override var ondragexit: ((Event) -> dynamic)?
n override var ondragleave: ((Event) -> dynamic)?
n override var ondragover: ((Event) -> dynamic)?
n override var ondragstart: ((Event) -> dynamic)?
n override var ondurationchange:
((Event) -> dynamic)?
n override var onemptied: ((Event) -> dynamic)?
n override onerror: ((dynamic, String, Int, Int, Any?) ->
dynamic)?
n override onfocus: ((Event) -> dynamic)?
n override oninput: ((Event) -> dynamic)?
n override oninvalid: ((Event) -> dynamic)?
n override onkeydown: ((Event) -> dynamic)?
n override onkeypress:
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((Event) -> dynamic)?
n override onkeyup: ((Event) -> dynamic)?
n override onkeydown:
((Event) -> dynamic)?
n override onkeypress:
((Event) -> dynamic)?
n override onkeyup: ((Event) -> dynamic)?
fun exitFullscreen(): Promise<Unit>
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close(): Unit
fun write(vararg text: String): Unit
fun writeln(vararg text: String): Unit
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean =
definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String):
Boolean
fun queryCommandIndeterminate(commandId: String):
Boolean
fun queryCommandState(commandId: String):
Boolean
fun queryCommandSupported(commandId: String):
Boolean
fun queryCommandValue(commandId: String):
String
fun clear(): Unit
fun releaseEvents(): Unit
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun createElement(localName: String,
public abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var scope: String
    open var workerType: WorkerType
    open var href: String
    open var crossorigin: String?
    open var rel: String
    open var as_: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
}

public abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String
}

public abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String
}

public abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String
}

public abstract class HTMLHeadingElement : HTMLElement {
    open var align: String
}

public abstract class HTMLParagraphElement : HTMLElement {
    open var align: String
}

public abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String
}

public abstract class HTMLPreElement : HTMLElement {
    open var width: Int
}

public abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String
}

public abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean
}

public abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String
}

public abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String
}

public abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean
}

public abstract class HTMLDivElement : HTMLElement {
    open var align: String
}

public abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var media: String
    open var sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var relType: String
    open var target: String
}
relList: DOMTokenList

open var hreflang: String
open var type: String
open var text: String
open var referrerPolicy: String
open var coords: String
open var charset: String
open var name: String
open var rev: String
open var shape: String

/**
 * Exposes the JavaScript
 [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String
}

/**
 * Exposes the
 [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String
}

/**
 * Exposes the
 [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
}

/**
 * Exposes the
 [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String
}

/**
 * Exposes the
 [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to
 Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname:

var port: String
var pathname: String
var search: String
var hash: String
}

/**
 * Exposes the
 [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open
var dateTime: String
}

/**
 * Exposes the
 [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
}

/**
 * Exposes the
 [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var

type: String
    open var srcset: String
    open var sizes: String
    open var media: String
}

/**
 * Exposes
 [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, TexImageSource, HTMLOrSVGImageElement {
    open var alt: String
    open var src: String
    open var srcset: String
    open
var sizes: String
    open var crossOrigin: String?
    open var useMap: String
open var isMap: Boolean
open var width: Int
open var height: Int
open val naturalWidth: Int
open val naturalHeight: Int
open
val complete: Boolean
open val currentSrc: String
open var referrerPolicy: String
open var name:
open var lowsrc: String
open var align: String
open var hspace: String
open var vspace: String
open var longDesc: String
open var border: String
open var val x: Int
open var val y: Int
open var
* **

var type: String
open var src: String
open var srcdoc: String
open var name: String
fun getSVGDocument(): Document?
}

/**
 * Exposes
 [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var

type: String
    open var width: String
    open var height: String
    open var align: String
    open var name:
fun getSVGDocument(): Document?
}

/**
 * Exposes
 [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var

type: String
    open var typeMustMatch: Boolean
open var name: String
open var useMap: String

Val form: HTMLFormElement?
open var width: String
open var height: String
open val contentDocument: Document?
open val contentWindow: Window?
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open var align: String
open var archive: String
open var code: String
open var declare: Boolean
open var hspace: Int
open var standby: String
open var vspace: Int
open var codeBase: String
open var codeType: String

fun getSVGDocument(): Document?
fun checkValidity(): Boolean
fun reportValidity(): Boolean

textCompanion object {
    val NONE: Short
    val LOADING: Short
    val LOADED: Short
    val ERROR: Short
}

val error: MediaError?
val src: String
val srcObject: dynamic
val currentSrc: String
val crossOrigin: String?
val networkState: Short
val preload: String
val buffered: TimeRanges
val readyState: String
val open var seeking: Boolean
val defaultPlaybackRate: Double
val open val paused: Boolean
val defaultMuted: Boolean
val volume: Double
val muted: Boolean
val defaultMuted: Boolean
val audioTracks: AudioTrackList
val videoTracks: VideoTrackList
val textTracks: TextTrackList
fun load(): Unit
fun canPlayType(type: String): CanPlayTypeResult
fun fastSeek(time: Double): Unit
fun getStartDate(): dynamic
fun play(): Promise<Unit>
fun pause(): Unit
fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

companion object {
    val NETWORK_EMPTY: Short
    val NETWORK_IDLE: Short
    val NETWORK_LOADING: Short
    val NETWORK_NO_SOURCE: Short
    val HAVE_NOTHING: Short
    val HAVE_METADATA: Short
    val HAVE_CURRENT_DATA: Short
    val HAVE_FUTURE_DATA: Short
    val HAVE_ENOUGH_DATA: Short
}
fun deleteTFoot(): Unit
fun createTBody(): HTMLTableSectionElement
fun insertRow(index: Int = definedExternally): HTMLTableRowElement
fun deleteRow(index: Int): Unit

/**
 * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String
}

/**
 * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String
}

/**
 * Exposes the JavaScript
[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int): Unit
}

/**
 * Exposes the JavaScript
[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int): Unit
}

/**
 * Exposes the JavaScript
[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String
}

/**
 * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit(): Unit
    fun reset(): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
}

/**
 * Exposes the JavaScript
[HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open var htmlFor: String
    open val control: HTMLElement?
}

/**
 * Exposes the JavaScript
[HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var
var src: String
open var step: String
open var type: String
open var value: String
open var valueAsDate: dynamic
open var valueAsNumber: Double
open var width: Int
open val willValidate: Boolean
open val valid: ValidityState
open val validationMessage: String
open var labels: NodeList
open var selectionStart: Int?
open var selectionEnd: Int?
open var selectionDirection: String
open var align: String
open var useMap: String
fun stepUp(n: Int = definedExternally): Unit
fun stepDown(n: Int = definedExternally): Unit
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String): Unit
fun select(): Unit
fun setRangeText(replacement: String): Unit
fun setRangeText(replacement: String, start: Int, end: Int, 
selectionMode: SelectionMode = definedExternally): Unit
fun setSelectionRange(start: Int, end: Int, direction: 
String = definedExternally): Unit

/**
 * Exposes the JavaScript
 [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 *\n *
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val valid: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript
 [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open var type: String
    open var options: HTMLOptionsCollection
    override var length: Int
    open var selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val valid: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    override fun item(index: Int): Element?
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally): Unit
    fun remove(index: Int): Unit
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
    fun HTMLSelectElement.get(index: Int): Element
    fun asDynamic(): Unit
    operator fun asDynamic()[index] = option
}

/**
 * Exposes the JavaScript
 [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open var options: HTMLCollection
}

/**
 * Exposes the JavaScript
 [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, 
UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String
}

/**
 * Exposes the JavaScript
 [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, 
UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open var index: Int
}

/**
 * Exposes the
 [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open var inputMode: String
    open var maxLength: Int

open var minLength: Int
open var openName: String
open var placeholder: String
open var readOnly: Boolean
open var required: Boolean
open var rows: Int
open var wrap: String
open val type: String

open var defaultValue: String
open var value: String
open val textLength: Int
open val willValidate: Boolean
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String): Unit
fun select(): Unit
fun setRangeText(replacement: String): Unit
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally): Unit
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally): Unit

fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String): Unit

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
*/
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
*/
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
*/
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
*/
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
*/
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
*/
public external abstract class HTMLLegendElement : HTMLElement {
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
*/
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val open: HTMLCollection
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): Unit
}

public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event

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ImageSmoothingQuality
} in pub open external interface CanvasFillStrokeStyles { in var fillStyle: dynamic in fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient in fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient in fun createPattern(image: dynamic, repetition: String): CanvasPattern?


The JavaScript classes `CanvasGradient` and `CanvasPattern` are exposed to Kotlin. The `CanvasGradient` class provides methods for creating linear and radial gradients, and the `CanvasPattern` class allows for the creation of custom patterns.

This implementation allows for the creation of complex visual effects in Kotlin applications, tapping into the powerful feature set of the Canvas API.
Unit

/** Exposes the JavaScript
[TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
*/

public external abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val actualBoundingBoxRight: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val ideographicBaseline: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
    open val height: Int
    open val width: Int
    open val data: Uint8ClampedArray

    /**
     * Exposes the JavaScript
     * [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
     */
    public external open class ImageData : TexImageSource {
        constructor(sw: Int, sh: Int)
        constructor(data: Uint8ClampedArray, sw: Int, sh: Int)
        open val width: Int
        open val height: Int
        open val data: Uint8ClampedArray
    }

    /**
     * Exposes the JavaScript
     * [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin
     */
    public external open class Path2D() : CanvasPath {
        constructor(path: Path2D)
        constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
        constructor(d: String)
        fun addPath(path: Path2D, transform: dynamic = definedExternally): Unit
        override fun closePath(): Unit
        override fun moveTo(x: Double, y: Double): Unit
        override fun lineTo(x: Double, y: Double): Unit
        override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double): Unit
        override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double): Unit
        override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double): Unit
        override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double): Unit
        override fun rect(x: Double, y: Double, w: Double, h: Double): Unit
        override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean): Unit
        override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean): Unit
    }

    /**
     * Exposes the JavaScript
     * [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin
     */
    public external abstract class CustomElementRegistry {
        fun define(name: String, constructor: () -> dynamic,

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Location {
    open var href: String
    open var origin: String
    open var protocol: String
    open var port: String
    open var pathname: String
    open var search: String
    open var hash: String
    open var ancestorOrigins: Array<String>
    fun assign(url: String): Unit
    fun replace(url: String): Unit
    fun reload(): Unit
}

/**
 * Exposes the JavaScript
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open var state: Any?
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
        get() = definedExternally

    var newURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open var persisted: Boolean?
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class BeforeUnloadEvent : Event {
    var returnValue: String
}

public external abstract class ApplicationCache : EventTarget {
    open val status: Short
    open var onchecking: ((Event) -> dynamic)
    open var onerror: ((Event) -> dynamic)
    open var onnoupdate: ((Event) -> dynamic)
    open var ondownloading: ((Event) -> dynamic)
    open var onprogress: ((Event) -> dynamic)
    open var oncached: ((Event) -> dynamic)
    open var onobsolete: ((Event) -> dynamic)
    fun update(): Unit
    fun abort(): Unit
    fun swapCache(): Unit

    companion object {
            val UNCACHED: Short
        val IDLE: Short
            val CHECKING: Short
            val DOWNLOADING: Short
            val UPDATEREADY: Short
            val OBSOLETE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any?
}

public external interface ErrorEventInit : EventInit {
    var message: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var filename: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lineno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var colno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var error: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
val readyState: Short
val open = val bufferedAmount: Int
val onopen: ((Event) -> dynamic)?
val onerror: ((Event) -> dynamic)?
val var onclose: ((Event) -> dynamic)?
val open val protocol: String
val onmessage: ((Event) -> dynamic)?
val var binaryType: BinaryType
fun close(code: Short = definedExternally, reason: String = definedExternally): Unit
fun send(data: String): Unit
fun send(data: Blob): Unit
fun send(data: ArrayBuffer): Unit
fun send(data: ArrayBufferView): Unit
fun companion
object {
    fun CONNECTING: Short
    fun OPEN: Short
    fun CLOSING: Short
}

/**
 * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    fun wasClean: Boolean
    fun code: Short
    fun reason: String
}

public external interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
    var code: Short? /* = 0 */
    var reason: String? /* = "" */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external open class MessageChannel {
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit
    fun start(): Unit
    fun close(): Unit
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget, MessagePortOrServiceWorker, WorkerNavigator {
    fun postMessage(message: Any?): Unit
    fun close(): Unit
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    fun importScripts(vararg urls: String): Unit
    fun terminate(): Unit
    fun close(): Unit
    fun onerror: ((Event) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic>): Unit
    override fun onmessage: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external abstract class AbstractWorker {
    fun override onerror: ((Event) -> dynamic)?
    fun terminate(): Unit
}
postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Unit

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface WorkerOptions {
    var o: DefinedExternally
    o["type"] = type
    o["credentials"] = credentials
    return o
}

public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Int
}

public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

public external abstract class Storage {
    val length: Int
    fun key(index: Int): String?
    fun getItem(key: String): String?
    fun setItem(key: String, value: String): Unit
    fun removeItem(key: String): Unit
    fun clear(): Unit
    fun get(key: String): String? = asDynamic()[key]
    fun set(key: String, value: String): Unit {
        asDynamic()[key] = value;
    }
}

public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

public external interface WindowLocalStorage {
    val localStorage: Storage
}

public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
    var oldValue: String? /* = null */
    var newValue: String? /* = null */
    var url: String? /* = "" */
    var storageArea: Storage? /* = null */
}

    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    return o
}

public abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String
}

public
external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onFinish: ((Event) -> dynamic)?
    open var onStart: ((Event) -> dynamic)?
    fun start(): Unit
    fun stop(): Unit
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longDesc: String
    open var noResize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginHeight: String
    open var marginWidth: String
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String
}

public external interface External {
    fun addSearchProvider(): Unit
    fun isSearchProviderInstalled(): Unit
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AddEventListenerOptions(passive: Boolean? = false,
once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    return o
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
 */
public *anpublic external interface DocumentOrShadowRoot : ServerEventHandlers {
    val fullscreenElement: Element?
}

/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public *anpublic external interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
    val lastElementChild: Element?
    val childElementCount: Int
    fun prepend(vararg nodes: dynamic): Unit
    fun append(vararg nodes: dynamic): Unit
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList?
}
lookupNamespaceURI(prefix: String?): String?
fun isDefaultNamespace(namespace: String?): Boolean?
fun insertBefore(node: Node, child: Node?): Node?
fun appendChild(node: Node): Node?
fun replaceChild(node: Node, child: Node?): Node?
fun removeChild(child: Node): Node?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")

    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin
 */
public external open class XMLDocument : Document {
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
}

public external interface ElementCreationOptions {
    @JsName("is")
    var is_: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(is_: String? = null): ElementCreationOptions {
    val o = js("({})")

    o["is"] = is_

    return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element
    override val fullscreenElement: Element?
    override fun getElementById(elementId: String): Element?
    override fun prepend(vararg nodes: dynamic): Unit
    override fun append(vararg nodes: dynamic): Unit
}

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---

dynamic): Unit
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList

{ 
override fun requestFullscreen(): Promise<Unit>
override fun insertAdjacentHTML(position: String, text: String): Unit

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element: Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrProcessingInstruction, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList,
UnionElementOrMouseEvent {

open var id: String
open var className: String
open val classList: DOMTokenList
open var slot: String
open val attributes: NamedNodeMap
open val shadowRoot: ShadowRoot
open var scrollTop:
open var scrollTop: Double
open var scrollLeft: Double
open var scrollWidth: Int
open var clientTop: Int
open var clientLeft: Int
open val clientWidth: Int
open val clientHeight: Int

fun requestFullScreen(): Promise<Unit>
fun insertAdjacentHTML(position: String, text: String): Unit
fun hasAttributes(): Boolean
fun getAttributeNames(): Array<String>
fun getAttribute(qualifiedName: String): String?
fun getAttributeNS(namespace: String?, localName: String): String?
fun setAttribute(qualifiedName: String, value: String): Unit
fun setAttributeNS(namespace: String?, qualifiedName: String, value: String): Unit
fun removeAttribute(qualifiedName: String): Unit
fun removeAttributeNS(namespace: String?, localName: String): Unit
fun hasAttribute(qualifiedName: String): Boolean
fun hasAttributeNS(namespace: String?, localName: String): Boolean
fun getAttributeNode(qualifiedName: String): Attr?
fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
fun setAttributeNode(attr: Attr): Attr?
fun setAttributeNodeNS(attr: Attr): Attr?
fun removeAttributeNode(attr: Attr): Attr
fun attachShadow(init: ShadowRootInit): ShadowRoot
fun closest(selectors: String): Element?
fun matches(selectors: String): Boolean
fun webkitMatchesSelector(selectors: String): Boolean
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun insertAdjacentElement(where: String, element: Element): Element?
fun insertAdjacentText(where: String, data: String): Unit
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun scrollIntoView(): Unit
fun scrollIntoView(arg: dynamic): Unit
fun scroll(options: ScrollToOptions = definedExternally): Unit
fun scroll(x: Double, y: Double): Unit
fun scrollBy(options: ScrollToOptions = definedExternally): Unit
fun scrollBy(x: Double, y: Double): Unit
fun scrollBy(y: Double, y: Double): Unit

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
 */
public external abstract class NamedNodeMap: ItemArrayLike<Attr> {

override val length: Int
override fun item(index: Int): Attr?
fun getNamedItem(qualifiedName: String): Attr?
fun getNamedItemNS(namespace: String?, localName: String): Attr?
fun setNamedItem(attr: Attr): Attr?
fun setNamedItemNS(attr: Attr): Attr?
fun removeNamedItem(qualifiedName: String): Attr
fun removeNamedItemNS(namespace: String?, localName: String): Attr?

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr: Node {

open var value: String
open val ownerElement: Element?
open val specified: Boolean

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData: Node, NonDocumentTypeChildNode, ChildNode {

open var data: String

---

null fun substringData(offset: Int, count: Int): String
fun appendData(data: String): Unit
fun insertData(offset: Int, data: String): Unit
fun deleteData(offset: Int, count: Int): Unit
fun replaceData(offset: Int, count: Int, data: String): Unit

fun splitText(offset: Int): Text
fun override fun before(vararg nodes: dynamic): Unit
fun override fun after(vararg nodes: dynamic): Unit
fun override fun replaceWith(vararg nodes: dynamic): Unit
fun override fun remove(): Unit
fun override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun createContextualFragment(fragment: String): DocumentFragment
fun setStart(node: Node, offset: Int): Unit
fun setEnd(node: Node, offset: Int): Unit
fun setStartBefore(node: Node): Unit
fun setStartAfter(node: Node): Unit
fun setEndBefore(node: Node): Unit
fun setEndAfter(node: Node): Unit
fun collapse(toStart: Boolean = definedExternally): Unit
fun selectNode(node: Node): Unit
fun selectNodeContents(node: Node): Unit
fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
fun deleteContents(): Unit
fun extractContents(): DocumentFragment
fun insertNode(node: Node): Unit
fun surroundContents(newParent: Node): Unit
fun cloneRange(): Range
fun detach(): Unit
fun isPointInRange(node: Node, offset: Int): Boolean
fun comparePoint(node: Node, offset: Int): Short
fun intersectsNode(node: Node): Boolean
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect

fun startContainer(node: Node): Unit
fun endContainer(node: Node): Unit
fun startOffset: Int
fun endOffset: Int
fun open: Boolean
fun close: Boolean
fun createContextualFragment(fragment: String): DocumentFragment
fun setStart(node: Node, offset: Int): Unit
fun setEnd(node: Node, offset: Int): Unit
fun setStartBefore(node: Node): Unit
fun setStartAfter(node: Node): Unit
fun setEndBefore(node: Node): Unit
fun setEndAfter(node: Node): Unit
fun collapse(toStart: Boolean = definedExternally): Unit
fun selectNode(node: Node): Unit
fun selectNodeContents(node: Node): Unit
fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
fun deleteContents(): Unit
fun extractContents(): DocumentFragment
fun insertNode(node: Node): Unit
fun surroundContents(newParent: Node): Unit
fun cloneRange(): Range
fun detach(): Unit
fun isPointInRange(node: Node, offset: Int): Boolean
fun comparePoint(node: Node, offset: Int): Short
fun intersectsNode(node: Node): Boolean
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun companion object {
val START_TO_START: Short
val START_TO_END: Short
val END_TO_END: Short
val END_TO_START: Short
}

fun open(val root: Node)
fun open(val referenceNode: Node)

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pointerBeforeReferenceNode: Boolean
open val whatToShow: Int
fun nextNode(): Node
fun previousNode(): Node
fun currentNode: Node
fun parentNode(): Node
fun firstChild(): Node
fun lastChild(): Node
fun previousSibling(): Node
fun nextSibling(): Node
fun detach(): Unit

/**
 * Exposes the JavaScript
 [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open val currentNode: Node
    fun parentNode(): Node
    fun firstChild(): Node
    fun lastChild(): Node
    fun previousSibling(): Node
    fun nextSibling(): Node
    fun previousNode(): Node
    fun nextNode(): Node
}

/**
 * Exposes the JavaScript
 [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOWDOCUMENT_FRAGMENT: Int
        val SHOW NOTATION: Int
    }
}

/**
 * Exposes the JavaScript
 [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    override val length: Int
    open var value: String
    override fun item(index: Int): String?
    fun contains(token: String): Boolean
    fun add(vararg tokens: String): Unit
    fun remove(vararg tokens: String): Unit
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String): Unit
    fun supports(token: String): Boolean
}
@kotlin.internal.InlineOnly inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
 [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript
 [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}
@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")

    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w

    return o
}

/**
 * Exposes the JavaScript
 [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = 0.0
        set(value) = 0.0
    var y: Double? /* = 0.0 */
        get() = 0.0
        set(value) = 0.0
    var width: Double? /* = 0.0 */
        get() = 0.0
        set(value) = 0.0
}
@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")

    o["x"] = x
    o["y"] = y
    o["w"] = w
    o["h"] = h

    return o
}
DOMMatrix
fun skewXSelf(sx: Double): DOMMatrix
fun skewYSelf(sy: String): DOMMatrix

DOMMatrix
fun setMatrixValue(transformList: String): DOMMatrix

DOMMatrix
fun invertSelf(): DOMMatrix
fun setMatrixValue(transformList: String): DOMMatrix

public external interface ScrollOptions {
    var behavior: ScrollBehavior?= ScrollBehavior.AUTO
    get() = definedExternally
    set(value) = definedExternally
    var@kotlin.internal.InlineOnly
    @nun public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
        val o = js("{{}}")
        o["behavior"] = behavior
        return o
    }
}

public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition?
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition?
        get() = definedExternally
        set(value) = definedExternally
}

public external interface BoxQuadOptions {
    var box: CSSBoxType?
        get() = definedExternally
        set(value) = definedExternally
    var relativeTo: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType?
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType?
        get() = definedExternally
        set(value) = definedExternally
}

public external interface GeometryUtils {
    fun getBoxQuads(options: ConvertCoordinateOptions): BoxQuadOptions
    fun getBoxQuads(options: BoxQuadOptions): TransformList
    fun getBoxQuads(options: CSSBoxType?): CSSBoxType
    fun getBoxQuads(options: BoxQuadOptions): CSSBoxType
    fun getBoxQuads(options: ConvertCoordinateOptions): BoxQuadOptions
    fun getBoxQuads(options: BoxQuadOptions): CSSBoxType
    fun getBoxQuads(options: CSSBoxType?): CSSBoxType
    fun getBoxQuads(options: ConvertCoordinateOptions): BoxQuadOptions
    fun getBoxQuads(options: BoxQuadOptions): CSSBoxType
    fun getBoxQuads(options: CSSBoxType?): CSSBoxType
    fun getBoxQuads(options: ConvertCoordinateOptions): BoxQuadOptions
    fun getBoxQuads(options: BoxQuadOptions): CSSBoxType
    fun getBoxQuads(options: CSSBoxType?): CSSBoxType
    fun getBoxQuads(options: ConvertCoordinateOptions): BoxQuadOptions
}
CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()
public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
public external interface ScrollRestoration { Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface! */
public external interface ImageOrientation { Companion.NONE: ImageOrientation get() = "none".asDynamic().unsafeCast<ImageOrientation>()

/* please, don't implement this interface! */
public external interface PremultiplyAlpha { Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()
public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
public external interface ColorSpaceConversion { Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()
public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
public external interface ResizeQuality { Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()
public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
public external interface BinaryType { Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()
public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
public external interface WorkerType { Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()
public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
public external interface ShadowRootMode { Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()
public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
public external interface ScrollBehavior { Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()
public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
public external interface ShadowRootMode { Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()
public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
public external interface ScrollBehavior { Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()
public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()
Any?

get() = definedExternally
set(value) =
definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window

    return o
}

/**
 * Exposes the JavaScript
[Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
@public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>

    open override fun bodyUsed: Boolean
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

@public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers

    return o
}

/* please, don't implement this interface! */
@public external interface RequestType {
    companion object
}
public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()
public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@public external interface RequestDestination {
    companion object
}
public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.MEDIA: RequestDestination get() =
"media".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.OBJECT: RequestDestination get() =
"object".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.REPORT: RequestDestination get() =
"report".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()
public inline val RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
public external interface RequestMode {
    companion object
}
public inline val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()
public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()
public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()
public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
public external interface RequestCredentials {
    companion object
}
public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()
public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()
public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
public external interface RequestCache {
    companion object
}
public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()
public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
public external interface RequestRedirect {
    companion object
}
public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()
public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()
public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

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Short

```kotlin
/**
 * Exposes the JavaScript
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float): Unit
    fun convertToSpecifiedUnits(unitType: Short): Unit
    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: dynamic): dynamic
    fun getItems(index: Int): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    val @kotlin.internal.InlineOnly inline operator fun get(index: Int): dynamic
    val @kotlin.internal.InlineOnly inline operator fun set(index: Int, newItem: dynamic): Unit
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Unit
    fun initialize(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}
```
```kotlin
@kotlin.internal.InlineOnly inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGStringList.set(index: Int, newItem: String): Unit { asDynamic()[index] = newItem; }

public external interface SVGUnitTypes {

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}
```

[SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin *\unexposed external abstract class SVGAnimatedString {\n open var baseVal: String\n open val animVal: String\n } Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin *\unexposed external abstract class SVGAnimatedRect {\n open val baseVal: DOMRect\n open val animVal: DOMRectReadOnly\n } Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin *\unexposed external abstract class SVGAnimatedNumberList {\n open val baseVal: SVGNumberList\n open val animVal: SVGNumberList\n } Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin *\unexposed external abstract class SVGAnimatedLengthList {\n open val baseVal: SVGLengthList\n open val animVal: SVGLengthList\n } Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin *\unexposed external abstract class SVGStringList {\n \n open val width: Int\n open val numberOfItems: Int\n fun clear(): Unit\n fun initialize(newItem: String): String\n fun getItem(index: Int): String\n fun insertItemBefore(newItem: String, index: Int): String\n fun removeItem(index: Int): String\n fun appendItem(newItem: String): String\n \n } Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin *\nunexposed external interface SVGTests {\n val requiredExtensions: SVGStringList\n val systemLanguage: SVGStringList\n } Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin *\nunexposed abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
 \n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open var currentScale: Float\n open val currentTranslate: DOMPointReadOnly\n fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n fun deselectAll(): Unit\n fun createSVGNumber(): SVGNumber\n fun createSVGLength(): SVGLength\n fun createSVGAngle(): SVGAngle\n fun createSVGPoint(): DOMPoint\n fun createSVGMatrix(): DOMMatrix\n fun getElementsByTagName(elementId: String): Element\n fun suspendRedraw(maxWaitMilliseconds: Int): Int\n fun unsuspendRedraw(suspendHandleId: Int): Unit\n fun unsuspendRedrawAll(): Unit\n fun forceRedraw(): Unit\n \n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n \n open var zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open var height: SVGAnimatedLength\n open var viewBox: SVGAnimatedRect\n open var preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open var zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n \n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val viewBox: SVGAnimatedRect\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open val zoomAndPan: Short\n \n open var x: SVGAnimatedLength\n open var y: SVGAnimatedLength\n open var currentScale: Float\n open var currentTranslate: DOMPointReadOnly\n ```
external abstract class SVGDefsElement : SVGGraphicsElement
*S Exposes the JavaScript

external abstract class SVGDescElement : SVGGraphicsElement
*S Exposes the JavaScript

public external abstract class SVGElement {

/**
 * Exposes the JavaScript
[SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
*/

public external abstract class SVGElement {

/**
 * Exposes the JavaScript
[SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
*/

public external abstract class SVGMetadataElement : SVGElement {

/**
 * Exposes the JavaScript
[SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
*/

public external abstract class SVGTitleElement : SVGElement {

/**
 * Exposes the JavaScript
[SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
*/

public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {

/**
 * Exposes the JavaScript
[SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
*/

public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
open val x: SVGAnimatedLength
open val y: SVGAnimatedLength
open val width: SVGAnimatedLength
open val height: SVGAnimatedLength
open val instanceRoot: SVGElement?
open val animatedInstanceRoot: SVGElement?

public external open class SVGUseElementShadowRoot : ShadowRoot {
override fun getElementById(elementId: String): Element?
override fun prepend(vararg nodes: dynamic): Unit
override fun append(vararg nodes: dynamic): Unit
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
}

public external interface SVGElementInstance {
val correspondingElement: SVGElement?
val correspondingUseElement: SVGUseElement?
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript
[SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
*/

public external abstract class SVGSwitchElement : SVGGraphicsElement {

public external interface GetSVGDocument {
fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript
[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
*/

public external abstract class SVGStyleElement : SVGElement, LinkStyle {
open var type: String
open var media: String
open var title: String

/**
 * Exposes the JavaScript
[SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
*/

public external abstract class SVGTransform {
open val type: Short
open val matrix: DOMMatrix
open val angle: Float
fun setMatrix(matrix: DOMMatrixReadOnly): Unit
fun setTranslate(tx: Float, ty: Float): Unit
fun setScale(sx: Float, sy: Float): Unit
fun setRotate(angle: Float, cx: Float, cy: Float): Unit
fun setSkewX(angle: Float): Unit
fun setSkewY(angle: Float): Unit

companion object {
val SVG_TRANSFORM_UNKNOWN: Short
val SVG_TRANSFORM_MATRIX: Short
val SVG_TRANSFORM_TRANSLATE: Short
val SVG_TRANSFORM_SCALE: Short
val SVG_TRANSFORM_ROTATE: Short
val SVG_TRANSFORM_SKEWX: Short
val SVG_TRANSFORM_SKEWY: Short
}

/**
 * Exposes the JavaScript
[SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
*/

public external abstract class SVGTransformList {
open val length: Int
open val numberOfItems: Int
fun clear(): Unit
fun initialize(newItem: SVGTransform): SVGTransform
fun getItem(index: Int): SVGTransform
fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
fun removeItem(index: Int): SVGTransform
fun appendItem(newItem: SVGTransform): SVGTransform
fun createSVGTransformFromMatrix(matrix: DOMMatrix): SVGTransform?
}

@kotlin.internal.InlineOnly inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]
@kotlin.internal.InlineOnly inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) = asDynamic()[index] = newItem

/**
 * Exposes the JavaScript
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
*/

public external abstract class SVGAnimatedTransformList {
open val baseVal: SVGTransformList
open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
*/

public external interface SVGPreserveAspectRatio {
val preserveAspectRatio: String
}

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*public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
}

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
}

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
}
`*/
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    open val width: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun getCurvetoString(): String
    fun getCurvetoString(x1: Float, y1: Float, x2: Float, y2: Float, x3: Float, y3: Float): String
    fun getExtensionAtPoint(point: DOMPoint): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}

`/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun getCurvetoString(): String
    fun getCurvetoString(x1: Float, y1: Float, x2: Float, y2: Float, x3: Float, y3: Float): String
    fun getExtensionAtPoint(point: DOMPoint): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
    }
}

`/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val dx: SVGAnimatedLength
    open val dy: SVGAnimatedLength
    open val rotate: SVGAnimatedNumberList
}

`/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
}

`/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
}

`/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration
    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
    }
}

`/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?
}

`/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
}

`/**
 * Exposes the JavaScript [SVGMarkerElement](https://developer.mozilla.org/en/docs/Web/API/SVGMarkerElement) to Kotlin
 */
public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    fun setOrientToAuto(): Unit
    fun setOrientToAngle(angle: SVGAngle): Unit
    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
    }
}

`/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
}

`/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration
    companion object {
        val GRADIENTTYPE_UNKNOWN: Short
        val GRADIENTTYPE_LINEAR: Short
        val GRADIENTTYPE_RADIAL: Short
        val SPREADINGMODE_UNKNOWN: Short
        val SPREADINGMODE_PAD: Short
        val SPREADINGMODE_MIRROR: Short
        val SPREADINGMODE REFLECT: Short
        val FILTERRESOLUTION_UNKNOWN: Short
        val FILTERRESOLUTION_HIGH: Short
        val FILTERRESOLUTION_DEFAULT: Short
        val FILTERRESOLUTION_medium: Short
        val FILTERRESOLUTION_low: Short
        val FILTERRESOLUTION_none: Short
    }
}

`*/

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definedExternally
    set(value) = definedExternally
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var image: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var icon: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var badge: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var sound: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var vibrate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var timestamp: Number?
        get() = definedExternally
        set(value) = definedExternally
    var renotify: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var silent: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var noscreen: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var sticky: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var actions: Array<NotificationAction>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["norscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    o["return"] = return
    o["external interface"]
    NotificationAction]
    var action: String
        get() = definedExternally
        set(value) = definedExternally
    var title: String
        get() = definedExternally
        set(value) = definedExternally
    var icon: String? = null
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun NotificationAction(action: String?, title: String?): NotificationAction {
    val o = js("({})")

    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    o["return"] = return
    o["external interface GetNotificationOptions]
    var tag: String
        get() = definedExternally
        set(value) = definedExternally
    var icon: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var image: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var badge: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var sound: String? = null
        get() = definedExternally
        set(value) = definedExternally
    var vibrate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var timestamp: Number?
        get() = definedExternally
        set(value) = definedExternally
    var renotify: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var silent: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var noscreen: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var sticky: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var actions: Array<NotificationAction>?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")

    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o["unsafeCast"]
    NotificationPermission
    Companion.DEFAULT: NotificationPermission
    get() = "default".asDynamic().unsafeCast<NotificationPermission>()
    NotificationPermission
    Companion.DENIED: NotificationPermission
    get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
    NotificationPermission
    Companion.GRANTED: NotificationPermission
    get() = "granted".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.DEFAULT: NotificationPermission
    get() = "default".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.DENIED: NotificationPermission
    get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.GRANTED: NotificationPermission
    get() = "granted".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.DEFAULT: NotificationPermission
    get() = "default".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.DENIED: NotificationPermission
    get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
    public val NotificationPermission.Companion.GRANTED: NotificationPermission
    get() = "granted".asDynamic().unsafeCast<NotificationPermission>
ports: Array<out MessagePort>?
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var lastEventId: String?
    get() = definedExternally
    set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
    get() = definedExternally
    set(value) = definedExternally
    var ports: Array<MessagePort>?
    get() = definedExternally
    set(value) = definedExternally
}

    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["composed"] = composed
    o["getID"] = getID

    return o
}

/**
 * Exposes the JavaScript

[Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
*/
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic>): Unit
}

/**
 * Exposes the JavaScript

[WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
*/
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open val focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/**
 * Exposes the

JavaScript

[Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
*/
public external abstract class Clients {
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<dynamic>
    fun openWindow(url: String): Promise<WindowClient>?
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type

    return o
}

/**
 * Exposes the JavaScript

[ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
*/
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>): Unit
}

public external interface ExtendableEventInit : EventInit {
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript

[InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
*/
public external open class InstallEvent(type: String, eventInitDict: InstallEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions): Unit
    fun registerForeignFetch(scopes: Array<String?>?)
}

public external interface InstallEventInit : ExtendableEventInit {
}

@kotlin.internal.InlineOnly
public inline fun InstallEventInit(scopes: Array<String?>?): InstallEventInit {
    val o = js("({})")
    o["scopes"] = scopes
    o["origin"] = origin
    o["origins"] = origins

    return o
}

/**
 * Exposes the JavaScript

[FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
*/
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit = definedExternally) : ExtendableEvent {
    fun request(method: String, requestInitDict: RequestInit = definedExternally)
    fun sendRequest(options: RequestOptions): Promise<Request>
    fun sendRequest(request: Request): Promise<Request>
    fun respondWith(r: Promise<Response>): Unit
}

public external interface FetchEventInit : ExtendableEventInit {
}

@kotlin.internal.InlineOnly
public inline fun FetchEventInit(request: Request?): FetchEventInit {
    val o = js("({})")
    o["request"] = request

    return o
}

/**
 * Exposes the JavaScript

[ResponseEvent](https://developer.mozilla.org/en/docs/Web/API/ResponseEvent) to Kotlin
*/
public external open class ResponseEvent(type: String, eventInitDict: ResponseEventInit = definedExternally) : ExtendableEvent {
    fun for (...): Unit
}

public external interface ResponseEventInit : ExtendableEventInit {
}

@kotlin.internal.InlineOnly
public inline fun ResponseEventInit(...): ResponseEventInit {
    val o = js("({})")

    return o
}

/**
 * Exposes the JavaScript

[ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
*/
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : ExtendableEvent {
    fun for (...): Unit
}

public external interface ErrorEventInit : ExtendableEventInit {
}

@kotlin.internal.InlineOnly
public inline fun ErrorEventInit(...): ErrorEventInit {
    val o = js("({})")

    return o
}
definedExternally\n}

@kotlin.internal.InlineOnly
public inline fun CacheQueryOptions(ignoreSearch: Boolean? = false, ignoreMethod: Boolean? = false, ignoreVary: Boolean? = false, cacheName: String? = null): CacheQueryOptions {\n    val o = js("({})")\n    o["ignoreSearch"] = ignoreSearch\n    o["ignoreMethod"] = ignoreMethod\n    o["ignoreVary"] = ignoreVary\n    o["cacheName"] = cacheName\n    return o\n}

public external interface CacheBatchOperation {\n    var type: String?\n    var request: Request?\n    var response: Response?\n    var options: CacheQueryOptions?\n    \n    fun get() = definedExternally\n    fun set(value) = definedExternally\n    fun have(request: Request): Request?\n    \n    companion object\n}

fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<any> {\n    val o = js("({})")\n    o["request"] = request\n    o["options"] = options\n    return o\n}

anko

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<any> {\n    val o = js("({})")\n    o["request"] = request\n    o["options"] = options\n    return o\n}

anko

@file:Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<any> {\n    val o = js("({})")\n    o["request"] = request\n    o["options"] = options\n    return o\n}
package kotlin.reflect.js.internal

import kotlin.js.JsName

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

    @JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function",
                { jsTypeOf(it) && functionClass.asDynamic().arity == arity })
            functionClasses.asDynamic()[arity]
        }
Private val functionClasses =

private fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> =
    getOrCreateKClass(jClass)

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        }
        else {
            metadata.`$kClass$`
        }
    }
    else {
        SimpleKClassImpl(jClass)
    }
}

private fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (js("e | 0") === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" -> PrimitiveClasses.functionClass(e.asDynamic().length)
        "number" -> when (e) {
            0 -> PrimitiveClasses.intClass
            1 -> PrimitiveClasses.doubleClass
        }
        "undefined" -> PrimitiveClasses.undefinedClass
        "null" -> PrimitiveClasses.nullClass
        else -> {
            when {
                e is BooleanArray -> PrimitiveClasses.booleanArrayClass
                e is CharArray -> PrimitiveClasses.charArrayClass
                e is ByteArray -> PrimitiveClasses.byteArrayClass
                e is ShortArray -> PrimitiveClasses.shortArrayClass
                e is LongArray -> PrimitiveClasses.longArrayClass
                e is FloatArray -> PrimitiveClasses.floatArrayClass
                e is DoubleArray -> PrimitiveClasses.doubleArrayClass
                else -> {
                    if (val kClass = getKClass(jClass)) { return kClass }
                    else {
                        val constructor = js("Object").getPrototypeOf(e).constructor
                        when (constructor !== undefined) {
                            constructor === js("Object") -> PrimitiveClasses.anyClass
                            constructor === js("Error") -> PrimitiveClasses.throwableClass
                            else {
                                val jsClass: JsClass<T> = constructor
                                getOrCreateKClass(jsClass)
                            }
                        }
                    }
                }
            }
        }
    }.unsafeCast<KClass<T>>()
// Modification Operations
/**
 * Associates the specified [value] with the specified [key] in the map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 */
@Retention(RetentionPolicy.RUNTIME)
@Target(ElementType.METHOD) public fun put(key: K, value: V): V?

/**
 * Removes the specified key and its corresponding value from this map.
 * @return true if entry was removed
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) public fun remove(key: K): V?

/**
 * Removes the entry for the specified key only if it is mapped to the specified value.
 * @return true if entry was removed
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) public fun removeIf(k: K, v: V): Boolean {
    // See default implementation in JDK sources
    return true
}

// Bulk Modification Operations
/**
 * Updates this map with key/value pairs from the specified map
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) public fun putAll(from: Map<out K, V>): Unit

/**
 * Removes all elements from this map.
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) public fun clear(): Unit

// Views
/**
 * Returns a [MutableSet] of all keys in this map.
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) override val keys: MutableSet<K>

/**
 * Returns a [MutableCollection] of all values in this map.
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) override val values:MutableCollection<V>

/**
 * Returns a [MutableSet] of all key/value pairs in this map.
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) override val entries:MutableSet<MutableMap.MutableEntry<K, V>>

/**
 * Represents a key/value pair held by a [MutableMap].
 */
@Retention(RetentionPolicy.RUNTIME) @Target(ElementType.METHOD) public interface MutableEntry<K, V> : Map.Entry<K, V> {
    /**
     * Changes the value associated with the key of this entry.
     * @return the previous value
     */
    public fun setValue(newValue: V): V
}

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `Byte`. */
public abstract class ByteIterator : Iterator<Byte> {
    override final fun next() = nextByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextByte(): Byte
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharIterator : Iterator<Char> {
    override final fun next() = nextChar()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextChar(): Char
}

/** An iterator over a sequence of values of type `Short`. */
public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextShort(): Short
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextInt(): Int
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Float`. */
public abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `Double`. */
public abstract class DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextDouble(): Double
}

/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

/*
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 * Unless required by applicable law or agreed to in writing, software
 * distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language
 */
```java
public open class IntProgression
    internal constructor
    (
            start: Int,
            endInclusive: Int,
            step: Int
    ) : Iterable<Int> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero")
    }

    /**
     * The first element in the progression.
     */
    public val first: Int = start

    /**
     * The last element in the progression.
     */
    public val last: Int = endInclusive

    override fun hasNext(): Boolean = (first != last) && (step != 0)

    override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)

    override fun next(): Int = if (step > 0) first += step else last -= step

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last"

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * @param start the lower bound of the range.
         * @param endInclusive the upper bound of the range, inclusive.
         * @return a new IntProgression instance.
         */
        fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `Int`.
 * @property step the step number by which the value is incremented on each step.
 * @property start the number by which the value is incremented on each step.
 * @property endInclusive the upper bound of the range, inclusive.
 */
internal class IntProgressionIterator(first: Int, last: Int, step: Int) : IntIterator()
{
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last

    override fun hasNext(): Boolean = hasNext

    override fun next(): Int = if (step > 0) first += step else last -= step

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last"

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * @param start the lower bound of the range.
         * @param endInclusive the upper bound of the range, inclusive.
         * @return a new IntProgression instance.
         */
        fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `Char`.
 * @property step the step number by which the value is incremented on each step.
 * @property start the number by which the value is incremented on each step.
 * @property endInclusive the upper bound of the range, inclusive.
 */
internal class CharProgressionIterator(first: Char, last: Char, step: Int) : CharIterator()
{
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last

    override fun hasNext(): Boolean = hasNext

    override fun nextChar(): Char = if (value == finalElement) { val in else { var += step
        return value.toChar()
    }

    companion object {
        /**
         * Creates CharProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * @param start the lower bound of the range.
         * @param endInclusive the upper bound of the range, inclusive.
         * @return a new CharProgression instance.
         */
        fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression = CharProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `Long`.
 * @property step the step number by which the value is incremented on each step.
 * @property start the number by which the value is incremented on each step.
 * @property endInclusive the upper bound of the range, inclusive.
 */
internal class LongProgressionIterator(first: Long, last: Long, step: Long) : LongIterator()
{
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last

    override fun hasNext(): Boolean = hasNext

    override fun nextLong(): Long = if (step > 0) first += step else last -= step

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * @param start the lower bound of the range.
         * @param endInclusive the upper bound of the range, inclusive.
         * @return a new LongProgression instance.
         */
        fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}
```

arnings

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```kotlin
public val last: Int = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toInt()

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator =
        IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is IntProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last &&
            step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + step) / step

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression
    internal constructor
    (
            start: Long,
            endInclusive: Long,
            step: Long
    ) : Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero")
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator =
        LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last &&
            step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}
```

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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](http://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /** Checks whether the specified [value] belongs to the range.
     */
    public fun contains(value: T): Boolean

    /** Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean
}

/*
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 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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 * limitations under the License.
 */

`
Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRangeChar> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean =
        first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ClosedRangeChar && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"
}

/** A range of values of type Int. */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start,
    endInclusive, 1), ClosedRangeInt> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32))

    override fun toString(): String = "$first..$last"
}

/** A range of values of type Long. */
public class LongRange(start: Long, endInclusive: Long) :
    LongProgression(start, endInclusive, 1), ClosedRangeLong> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32))

    override fun toString(): String = "$first..$last"
}

package kotlin

/** The type with only one value: the Unit object. This type corresponds to the `void` type in Java. */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

package kotlin.annotation

/** Contains the list of code elements which are the possible annotation targets. */
public @SinceKotlin("1.1") package kotlin.annotation

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---

Kotlin

Visiblity is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code. Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`. Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.

Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code. Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`. Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.

---

--

UseExperimental

Signals that the annotated annotation class is a marker of an experimental API. Any declaration annotated with that marker is thus considered an experimental declaration and its call sites must accept the experimental aspect of it either by using [UseExperimental], or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.

---

Error

Impact of the experimental API specifies what aspects may break after that API is changed. Non-signature usages (inside a function body, variable initializer, default argument value, etc.) of compilation-affecting API are allowed either if the containing declaration is annotated with the experimental annotation marker and thus propagates the experimental aspect to its clients, or if there's a [UseExperimental] annotation entry with the corresponding annotation marker somewhere above that usage in the parse tree. Signature usages of compilation-affecting API can cause compilation errors or warnings in the client code.

---

Runtime

Any deviation from the previous implementation may break the runtime behavior, including exceptions at runtime. Any usage of a runtime-affecting API requires its containing declaration to be annotated with the corresponding annotation marker in another module.

---

Linkage

If the client code was not recompiled after the change, any usage of a linkage-affecting experimental API requires its containing declaration to be annotated with the corresponding annotation marker (except non-signature usages in annotation marker's module).

---

Compilation

Any usage of a compilation-affecting API always require propagation (as long as the experimental API is declared in another module).

---

---
experimental API requires its containing declaration to be annotated with

```kotlin
@Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE)
@Retention(RETENTION)
@SinceKotlin("1.1")
public sealed interface Annotation
```

...
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package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [Set] interface.
 * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.
 * @param E the type of elements contained in the set. The set is covariant on its element type.
 */
class AbstractSet<out E> : AbstractCollection<E>(), Set<E> {

    /**
     * Compares this set with other set instance with the unordered structural equality.
     *
     * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>): Int {
            var hashCode = 0
            for (element in c) {
                hashCode += (element?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {
            if (c.size != other.size) return false
            return c.containsAll(other)
        }
    }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

/**
 * Returns a single list of all elements from all arrays in the given array.
 */
fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 */
fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

package kotlin.collections

public data class IndexedValue<out T>(public val index: Int, public val value: T)

@file:kotlin.jvm.JvmName("MapAccessorsKt")
package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1: V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
        getOrImplicitDefault(property.name) as V1

/**
 * Returns the value of the property for the given object from this read-only map.
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1: V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1
        = getOrImplicitDefault(property.name) as V1

NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).

@Exact V>.

String. @Exact V>.

@Exact V>.

@Exact V>

String, out @Exact V>.

V1

= @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

= @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

= @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)
get() = map.keys
    override val values: MutableCollection<V> get() = map.values
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries

    override fun put(key: K, value: V): V? =
        map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): Boolean
        = @Suppress("UNCHECKED_CAST") (this as MutableCollection<out T>).putAll(from)
        *un* @return `true` if the element has been successfully removed; `false` if it was not present in the
        collection.

    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

"@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")"
return addAll(elements)
else -> {ln var result: Boolean = false
for (item in elements)
if (add(item)) result = true
}
return result
}|\n}|\n}/**
 * Adds all elements of the given [elements] sequence to this [MutableCollection].
 */
public fun <T> MutableCollection<T>.addAll(elements: Sequence<T>): Boolean =
filterInPlace(predicate, true)
|\n}/**
 * Adds all elements of the given [elements] array to this [MutableCollection].
 */
public fun <T> MutableCollection<T>.addAll(elements: Array<out T>): Boolean =
filterInPlace(predicate, false)
|\nprivate fun <T>.MutableCollection<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
if (this !is RandomAccess)
return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

var writeIndex: Int = 0
for (readIndex in 0..lastIndex) {
val element = this[readIndex]
if (predicate(element) == predicateResultToRemove)
continue

if (writeIndex != readIndex)
this[writeIndex] = element

writeIndex++
}
if (writeIndex < size) {
for (removeIndex in lastIndex downTo writeIndex)
removeAt(removeIndex)

return true
}
else {
return false
}
}|\n}/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean =
filterInPlace(predicate, true)
|\nprivate fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
if (this !is RandomAccess)
return (this as
MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

var writeIndex: Int = 0
for (readIndex in 0..lastIndex) {
val element = this[readIndex]
if (predicate(element) == predicateResultToRemove)
continue

if (writeIndex != readIndex)
this[writeIndex] = element

writeIndex++
}
if (writeIndex < size) {
for (removeIndex in lastIndex downTo writeIndex)
removeAt(removeIndex)

return true
}
else {
return false
}
}|\n}/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Iterable<T>): Boolean =
removeAll(elements.convertToSetForSetOperationWith(this))
|\n}/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Sequence<T>): Boolean =
val set = elements.toHashSet()
if (set.isNotEmpty())
return retainAll(set)
else
return retainNothing()
|\n}/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Array<out T>): Boolean =
return removeAll(elements.toHashSet())
|\n}/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T> MutableCollection<T>.removeAll(elements: Sequence<T>): Boolean =
val set = elements.toHashSet()
if (set.isNotEmpty())
return retainAll(set)
else
return retainNothing()
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*/
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))
    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> =
    ReversedList(this)

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty new [MutableSet].
 */
@SinceKotlin("1.1")
public inline fun <T> mutableSetOf(): MutableSet<T> =
    LinkedHashSet()

/** Returns an empty new [HashSet].
 */
@SinceKotlin("1.1")
public inline fun <T> hashSetOf(): HashSet<T> =
    HashSet()

/** Returns a new [LinkedHashSet] with the given elements.
 */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/** Returns this
{  return toArray(arrayOfNulls(size));}
}/**
 * Add [element] to the buffer or fail with
 * [IllegalStateException] if no free space available in the buffer
 */
 fun add(element: T) {
  if (isFull()) {
    throw IllegalStateException("ring buffer is full");
  }
  buffer[startIndex.forward(size)] = element;
  size++
}/**
 * Removes [n] first elements from the buffer or fails with
 * [IllegalArgumentException] if not enough elements in the buffer to remove
 */
 fun removeFirst(n: Int) {
  require(n >= 0) { "n shouldn't be negative but it is $n" } require(n <= size) { "n shouldn't be greater than
  the buffer size: n = $n, size = $size" }
  if (n > 0) {
    val start = startIndex
    val end = start.forward(n)
    if (start > end) {
      buffer.fill(null, start, capacity)
      buffer.fill(null, 0, end)
    } else {
      buffer.fill(null, start, end)
    }
    startIndex = end
    size -= n
  }
}private inline fun Int.forward(n: Int): Int = (this + n) % capacity
private <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
  for (idx in fromIndex until toIndex) {
    this[idx] = element
  }
}
acc.minusKey(element.key)
                    if (removed === EmptyCoroutineContext) element else {
// make sure interceptor is always last in the context (and thus is fast to get when present)
                        val
interceptor = removed[ContinuationInterceptor]
                    if (interceptor == null) CombinedContext(removed, element) else {
                        val left = removed.minusKey(ContinuationInterceptor)
                    if (left
== EmptyCoroutineContext) CombinedContext(element, interceptor) else

CombinedContext(CombinedContext(left, element), interceptor) =

/**
 * Returns a context containing elements from this context, but without an element with
 * the specified
[key]. Keys are compared _by reference_, that is to remove an element from the context
 * the reference to its
actual key object must be presented to this function.
 */
    public fun minusKey(key: Key<*>): CoroutineContext

    /**
     * An element of the [CoroutineContext]. An element of the coroutine context is a
     * singleton context by itself.
     */
    public interface Element : CoroutineContext {
        /**
         * A key of this
         * coroutine context element.
         */
        public val key: Key<*>

        /*
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 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package
kotlin.coroutines.experimental

import kotlin.coroutines.experimental.CoroutineContext.*

/**
 * Base class
 */
@SinceKotlin("1.1")
public abstract class
AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine
 * context.
 */
@SinceKotlin("1.1")
public object EmptyCoroutineContext : CoroutineContext {
    public override fun <E : Element> get(key: Key<E>): E? =
if (this.key === key) this as E else null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
if (this.key === key) EmptyCoroutineContext else this
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ----------

// this class is not exposed, but is hidden inside implementations
// this is a left-biased list, so that
ENDER.fold(initial, operation)

CombinedContext(CombinedContext(left, element), interceptor)

/**
 * Returns a context containing elements from this context, but without an element with
 * the specified
[key]. Keys are compared _by reference_, that is to remove an element from the context
 * the reference to its
actual key object must be presented to this function.
 */
    public fun minusKey(key: Key<*>): CoroutineContext

    /**
     * A key of this
     * coroutine context element.
     */
    public val key: Key<*>

        /*
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 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

package
kotlin.coroutines.experimental

import kotlin.coroutines.experimental.CoroutineContext.*

/**
 * Base class
 */
@SinceKotlin("1.1")
public abstract class
AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * An empty coroutine
 * context.
 */
@SinceKotlin("1.1")
public object EmptyCoroutineContext : CoroutineContext {
    public override fun <E : Element> get(key: Key<E>): E? =
if (this.key === key) this as E else null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
if (this.key === key) EmptyCoroutineContext else this
    public override fun plus(context:CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ----------

// this class is not exposed, but is hidden inside implementations
// this is a left-biased list, so that
yieldAll(elements: Iterable<T>) {
    if (elements is Collection && elements.isEmpty()) return
    yieldAll(elements.iterator())
}

/**
 * Yields potentially infinite sequence of values to the [Iterator] being built.
 * The sequence can be potentially infinite.
 * @param elements the sequence to yield from.
 * @return the infinite sequence of values.
 */
public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

private typealias State = Int
private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceBuilder<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady -> {
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                    }
                }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            val step = nextStep!!
            nextStep = null
            step.resume(Unit)
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady, State_ManyNotReady -> nextNotReady()
            State_ManyReady -> {
                state = State_ManyNotReady
                return nextIterator!!.next()
            }
            State_Ready -> {
                state = State_NotReady
                @Suppress("UNCHECKED_CAST")
                val result = nextValue as T
                nextValue = null
                return result
            }
            else -> throw exceptionalState()
        }
    }

    private fun nextNotReady(): T {
        if (!hasNext()) throw NoSuchElementException() else return next()
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed -> IllegalArgumentException("Iterator has failed.")
        else -> IllegalArgumentException("Unexpected state of the iterator: $state")
    }

    suspend override fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }

    suspend override fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }
}

// Completion continuation implementation
suspend override fun resume(value: Unit) {
    state = State_Done
    nextStep = null
    coroutineContext.coroutineExceptionHandler.resumeWithException(exception = Throwable())
}

suspend override fun resumeWithException(exception: Throwable) {
    throw exception // just rethrow
}

@File(@file:kotlin.jvm.JvmName("IntrinsicsKt"))
@package kotlin.coroutines.experimental.intrinsics
@import kotlin.coroutines.experimental.*

@file:kotlin.jvm.JvmName("IntrinsicsKt")
@package kotlin.coroutines.experimental.intrinsics
@import kotlin.coroutines.experimental.*

@Suppress("UNCHECKED_CAST")
val state = when (state) {
    State_Done -> NoSuchElementException()
    State_Failed -> IllegalArgumentException("Iterator has failed.")
    else -> IllegalArgumentException("Unexpected state of the iterator: $state")
}

val result = nextValue as T
nextValue = null
return result

throw exceptionalState()

throw IllegalArgumentException("Iterator has failed.")

throw IllegalArgumentException("Unexpected state of the iterator: $state")

throw NoSuchElementException()

throw NoSuchElementException() else return next()

throw NoSuchElementException() else return next()

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throw NoSuchElementException() else return next()
synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.

/*
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distributed under the License is distributed on an "AS IS" BASIS,
WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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limitations under the License.
*/

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()
/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()
/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()
/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()
/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()
/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()
/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =
The two constants are defined as:

```kotlin
val version: String
val message: String
```

The `message` was set to an empty string to indicate that it is not used.

The `@ContractsDsl` annotation is used to allow writing in writing, software distributed under the License is distributed on an 'AS IS' BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.

The `invocationKind` enum class is defined with four values:

- `AT_MOST_ONCE`
- `AT_LEAST_ONCE`
- `EXACTLY_ONCE`
- `UNKNOWN`

The `notNullDelegate` is defined as:

```kotlin
fun <T> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()
```

The `observableDelegate` is defined as:

```kotlin
fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit): ReadWriteProperty<Any?, T> = object : ObservableProperty<T>(initialValue) {
          override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
      }
```

The `vetoableDelegate` is defined as:

```kotlin
fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean): ReadWriteProperty<Any?, T> = object : VetoableProperty<T>(initialValue) {
          override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
      }
```

The `throwVetoableDelegate` is defined as:

```kotlin
fun <T> throwVetoable(initialValue: T): ReadWriteProperty<Any?, T> = { oldValue, newValue: T -> throw VetoException(true) }
```

The `valueDelegate` is defined as:

```kotlin
fun <T> value(initialValue: T): ReadWriteProperty<Any?, T> = object : ValueProperty<T>(initialValue) {
          override fun getValue(property: KProperty<*>, thisRef: Any?): T {
            return oldValue
          }
      }
```

The `cacheDelegate` is defined as:

```kotlin
fun <T> cache(initialValue: T): ReadWriteProperty<Any?, T> = object : CacheProperty<T>(initialValue) {
          override fun getValue(property: KProperty<*>, thisRef: Any?): T {
            return oldValue
          }
      }
```

The `callDelegate` is defined as:

```kotlin
fun <T> call(initialValue: T, crossinline f: (thisRef: Any?) -> T): ReadWriteProperty<Any?, T> = { thisRef, property: KProperty<*>, oldValue: T, newValue: T -> f(thisRef) }
```

The `returns` function is defined as:

```kotlin
fun <T> returns(value: Any?): ReadWriteProperty<Any?, T> = object : ReturnsProperty<T>(value) {
          override fun getValue(property: KProperty<*>, thisRef: Any?): T {
            return value
          }
      }
```

The `returnsNotNull` function is defined as:

```kotlin
fun returnsNotNull(): ReadWriteProperty<Any?, T> = object : ReturnsNotNullProperty<T> {
          override fun getValue(property: KProperty<*>, thisRef: Any?): T {
            return null
          }
      }
```

The `callsInPlace` function is defined as:

```kotlin
fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): ReadWriteProperty<Any?, T> = 
```

The `VetoException` is defined as:

```kotlin
internal class VetoException(val value: Boolean) : Exception()
```

The `Properties` class is defined as:

```kotlin
public class Properties {
      //...
```

The `Delegates` class is defined as:

```kotlin
public object Delegates {
      //...
```

The `VetoException` is defined as:

```kotlin
private class VetoException
```

The `ContractsDsl` annotation is defined as:

```kotlin
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl
```

The `InvocationKind` enum class is defined with four values:

- `AT_MOST_ONCE`
- `AT_LEAST_ONCE`
- `EXACTLY_ONCE`
- `UNKNOWN`

The `ContractsDsl` function is defined as:

```kotlin
fun @ContractsDsl fun returns(): Returns
    fun @ContractsDsl fun returns(value: Any?): Returns
    fun @ContractsDsl fun returnsNotNull(): ReturnsNotNull
    fun @ContractsDsl <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): Returns
```

The `ContractsDsl` function is defined as:

```kotlin
fun @ContractsDsl fun returns(): Returns
    fun @ContractsDsl fun returns(value: Any?): Returns
    fun @ContractsDsl fun returnsNotNull(): ReturnsNotNull
    fun @ContractsDsl fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): Returns
```

The `Properties` class is defined as:

```kotlin
public class Properties {
      //...
```

The `VetoException` is defined as:

```kotlin
private class VetoException
```

The `ContractsDsl` function is defined as:

```kotlin
fun @ContractsDsl fun returns(): Returns
    fun @ContractsDsl fun returns(value: Any?): Returns
    fun @ContractsDsl fun returnsNotNull(): ReturnsNotNull
    fun @ContractsDsl fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): Returns
```

The `Properties` class is defined as:

```kotlin
public class Properties {
      //...
```

The `VetoException` is defined as:

```kotlin
private class VetoException
```

The `ContractsDsl` function is defined as:

```kotlin
fun @ContractsDsl fun returns(): Returns
    fun @ContractsDsl fun returns(value: Any?): Returns
    fun @ContractsDsl fun returnsNotNull(): ReturnsNotNull
    fun @ContractsDsl fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): Returns
```

The `Properties` class is defined as:

```kotlin
public class Properties {
      //...
```

The `VetoException` is defined as:

```kotlin
private class VetoException
```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")
package kotlin.ranges

/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface
 * providing custom operation [lessThanOrEquals] for comparing values of range domain type.
 * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to achieve IEEE-754 comparison order instead of total ordering of floating point numbers.
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T: Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T: Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * A closed range of values of type `Double`.
 */
private class ClosedDoubleRange (
        start: Double,
        endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange &&
                (isEmpty() && other.isEmpty() ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 *
                _start.hashCode() + _endInclusive.hashCode()
    }
    override fun toString(): String = "$start..$endInclusive"
}

/* Not available on platform: JS */

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T, that: Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange<T>(this, that)

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedDoubleRange

?: throw IllegalStateException("Property ${property.name} should be initialized before get.")

override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
    this.value = value
}

    /*package kotlin.properties*/

/**
 * Implements the core logic of a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
@public abstract class ObservableProperty<T>(initialValue: T) :
    ReadWriteProperty<Any?, T> {

    /**
     * The callback which is called before a change to the property value is attempted.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    /**
     * The callback which is called after the change of the property is made. The value of the property
     * has already been changed when this callback is invoked.
     */
    protected open fun afterChange (property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>) : T { return value }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }
        this.value = value
        afterChange(property, oldValue, value)
    }
}
@internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive) throw IllegalArgumentException("Step must be positive, was: $step."裨嘌)
}

/*
 * Copyright 2010-2014 JetBrains
 * ...
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 * @param isPositive non-blank string, which is used as a margin delimiter.
 * ...false)
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

/**
 * Detects a common minimal indent as it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines.filter(String::isNotBlank)
            .map(String::indentWidth)
            .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Prepends [indent] to every line of the original string.
 * ...false)
 */
public fun String.reindent(length: Int, indent: String = null, getIndentFunction: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, getIndentFunction, { line ->
        line + indent
    })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and
 * the last lines if they are blank (notice difference blank vs empty).
 * ...null
 */
public fun String.reindentByMargin(function: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, function, { line ->
        line
    })
}

/**
 * Detects a non-blank leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        line + newIndent
    })
}

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.trimIndent(): String = replaceIndent("")

/**
 * Prepends [indent] to every line of the original string.
 * ...false)
 */
public fun String.reindent(length: Int, indent: String = null, getIndentFunction: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, getIndentFunction, { line ->
        line + indent
    })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and
 * the last lines if they are blank (notice difference blank vs empty).
 * ...null
 */
public fun String.reindentByMargin(function: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, function, { line ->
        line
    })
}

/**
 * Detects a non-blank leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length, getIndentFunction(newIndent), { line ->
        line + newIndent
    })
}

/**
 * Detects a non-blank leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and
 * the last lines if they are blank (notice difference blank vs empty).
 * ...null
 */
public fun String.reindentByMargin(function: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, function, { line ->
        line
    })
}

/**
 * Detects a non-blank leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = ""): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length, getIndentFunction(newIndent), { line ->
        line.drop(minCommonIndent) })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and
 * the last lines if they are blank (notice difference blank vs empty).
 * ...null
 */
public fun String.reindentByMargin(function: (String) -> String): String {
    val lines = lines()

    return lines.reindent(length, function, { line ->
        line
    })
}
preserve the original line endings.

```kotlin
public fun String.prependIndent(indent: String = "    "): String =

    lineSequence().map { 
        when {
            it.isBlank() -> {
                when {
                    it.length < indent.length
                        else -> it
                }
            }
            else -> indent + it
        }
    }

    .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(resultSizeEstimate: Int, indentAddFunction: (String) -> String, indentCutFunction: (String) -> String?): String {
    val lastIndex = lastIndex
    return mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?:
            value
    }

    .joinToString(StringBuilder(resultSizeEstimate), "\n")
    .toString()

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Int.MIN_VALUE || int > Int.MAX_VALUE) return null
    return int.toInt()
}
```

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```kotlin
isNegative = false
limit = -Int.MAX_VALUE

var result = 0n
for (i in start..(length - 1)) {
    var digit = digitOf(this[i], radix)
    if (digit < 0) return null
    if (result < limitBeforeMul) return null
    result *= radix

    if (result < limit + digit) return null
    result -= digit
}

return if (isNegative) result else -result
```
const val bullet: Char = '\u2022'
/** The character &amp;x2026; */
const val ellipsis: Char = '\u2026'
/** The character ′ */
const val prime: Char = '\u2032'
/** The character ″ */
const val doublePrime: Char = '\u2033'
/** The character € */
const val euro: Char = '\u20AC'
/** The character ™ */
const val tm: Char = '\u2122'
/** The character ≈ */
const val almostEqual: Char = '\u2248'
/** The character ≠ */
const val notEqual: Char = '\u2260'
/** The character ≤ */
const val lessOrEqual: Char = '\u2264'
/** The character ≥ */
const val greaterOrEqual: Char = '\u2265'

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 *
 * package kotlin.text
 *
 * Represents a collection of captured groups in a single match of a regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * An element of the collection at the particular index can be `null`.
 * if the corresponding group in the regular expression is optional and there was no match captured by that group.
 * */

public interface MatchGroupCollection : Collection<MatchGroup?>
{
    /** Returns a group with the specified [index].
     * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
     */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection
{
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult
{
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange
    /** The substring from the input string captured by this match. */
    public val value: String
    /**
     * A collection of groups matched by the regular expression.
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * */
    public val groups: MatchGroupCollection
    /**
     * A list of matched indexed group values.
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     * */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * */
    public val publicVal groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     * */
    public val publicVal groupValues: List<String>

    /** Returns a new [MatchResult] with the results for the next match, starting at the position at which the last match ended (at the character after the last matched character). */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values. */
    public class Destructured internal constructor(publicVal groupValues: MatchResult)
    {
        @kotlin.internal.InlineOnly
        public val operator fun get(index: Int): Component
        {
            return Component(index, value)
        }
    }
}
Lazy instance.

```java
public val value: T
```

This lazy instance is guaranteed to be initialized at most once and its behavior is undefined if it is accessed from more than one thread.

### LazyThreadSafetyMode

This enum class provides information about how a lazy value can be synchronized among multiple threads.

```java
public enum class LazyThreadSafetyMode {
    SYNCHRONIZED, PUBLICATION, NONE,
}
```

### UnsafeLazyImpl

This class provides a unsafe implementation of lazy values.

```java
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            @Suppress("UNCHECKED_CAST")
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized()) value.toString() else "Lazy value not initialized yet."

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}
```

### InitializedLazyImpl

This class provides a safe implementation of lazy values.

```java
private class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
    override fun isInitialized(): Boolean = true
    override fun toString(): String = value.toString()
}
```
semantics, i.e. two triples are equal if all three components are equal.

Example of decomposing it into values:

```kotlin
@sample samples.misc.Tuples.tripleDestructuring

@param A type of the first value.
@param B type of the second value.
@param C type of the third value.

/**
 * Converts this triple into a list.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)
```
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/* Bison implementation for Yacc-like parsers in C


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/* Bison interface for Yacc-like parsers in C

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* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/OSDependent/Windows/ossource.cpp
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/MachineIndependent/Versions.cpp
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/MachineIndependent/ParseContextBase.cpp
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/MachineIndependent/ParseContextBase.cpp
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/MachineIndependent/ParseContextBase.cpp
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/GlslangInclude/Types.h
* /opt/cola/permits/1225549725_1636407830.6/0/khronosgroup-glslang-6-2-2596-0-gac37079-targ-gz/KhronosGroup-glslang-5798d23/GlslangInclude/ResourceLimits.h

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

//
// Copyright (C) 2002-2005 3Dlabs Inc. Ltd.
/**
 * This is bison grammar and productions for parsing all versions of the
 * GLSL shading languages.
 */
%
/* Based on:
ANSI C Yacc grammar

In 1985, Jeff Lee published his Yacc grammar (which is accompanied by a
matching Lex specification) for the April 30, 1985 draft version of the
ANSI C standard. Tom Stockfisch reposted it to net.sources in 1987; that
original, as mentioned in the answer to question 17.25 of the comp.lang.c
FAQ, can be ftp'ed from ftp.uu.net, file usenet/net.sources/ansi.c.grammar.Z.

I intend to keep this version as close to the current C Standard grammar as possible; please let me know if you discover discrepancies.

Jutta Degener, 1995

/*

#include "SymbolTable.h"
#include "ParseHelper.h"
#include "../Public/ShaderLang.h"
#include "attribute.h"

using namespace glslang;

%

%define parse.error verbose

%union {
    struct {
        glslang::TSourceLoc loc;
    union {
        glslang::TString *string;
        int i;
        unsigned int u;
        long long i64;
        unsigned long long u64;
        bool b;
        double d;
    };
    glslang::TSymbol* symbol;
} lex;
    struct {
        glslang::TSourceLoc loc;
        glslang::TOperator op;
    union {
        TIntermNode* intermNode;
        glslang::TIntermNodePair nodePair;
        glslang::TIntermTyped* intermTypedNode;
        glslang::TAttributes* attributes;
    };
    union {
        glslang::TPublicType type;
        glslang::TFunction* function;
        glslang::TParameter param;
        glslang::TTypeLoc typeLine;
        glslang::TTypeList* typeList;
    };
} interm;
```c
    glslang::TArraySizes* arraySizes;
    glslang::TIdentifierList* identifierList;
};
} interm;
}

%

/* windows only pragma */
#ifndef _MSC_VER
    #pragma warning(disable : 4065)
    #pragma warning(disable : 4127)
    #pragma warning(disable : 4244)
#endif

#define parseContext (*pParseContext)
#define yyerror(context, msg) context->parserError(msg)

extern int yylex(YYSTYPE*, TParseContext&);

%


```
%token <lex> DVEC2 DVEC3 DVEC4 DMAT2 DMAT3 DMAT4
%token <lex> F16VEC2 F16VEC3 F16VEC4 F16MAT2 F16MAT3 F16MAT4
%token <lex> F32VEC2 F32VEC3 F32VEC4 F32MAT2 F32MAT3 F32MAT4
%token <lex> F64VEC2 F64VEC3 F64VEC4 F64MAT2 F64MAT3 F64MAT4
%token <lex> NOPERSPECTIVE FLAT SMOOTH LAYOUT __EXPLICITINTERPAMD

%token <lex> MAT2X2 MAT2X3 MAT2X4
%token <lex> MAT3X2 MAT3X3 MAT3X4
%token <lex> MAT4X2 MAT4X3 MAT4X4
%token <lex> DMAT2X2 DMAT2X3 DMAT2X4
%token <lex> DMAT3X2 DMAT3X3 DMAT3X4
%token <lex> DMAT4X2 DMAT4X3 DMAT4X4
%token <lex> F16MAT2X2 F16MAT2X3 F16MAT2X4
%token <lex> F16MAT3X2 F16MAT3X3 F16MAT3X4
%token <lex> F16MAT4X2 F16MAT4X3 F16MAT4X4
%token <lex> F32MAT2X2 F32MAT2X3 F32MAT2X4
%token <lex> F32MAT3X2 F32MAT3X3 F32MAT3X4
%token <lex> F32MAT4X2 F32MAT4X3 F32MAT4X4
%token <lex> F64MAT2X2 F64MAT2X3 F64MAT2X4
%token <lex> F64MAT3X2 F64MAT3X3 F64MAT3X4
%token <lex> F64MAT4X2 F64MAT4X3 F64MAT4X4
%token <lex> ATOMIC_UINT

// combined image/sampler
%token <lex> SAMPLER1D SAMPLER2D SAMPLER3D SAMPLERCUBE SAMPLER1DSHADOW
SAMPLER2DSHADOW
%token <lex> SAMPLERCUBESHADOW SAMPLER1DARRAY SAMPLER2DARRAY
SAMPLER1DARRAYSHADOW
%token <lex> SAMPLER2DARRAYSHADOW ISAMPLER1D ISAMPLER2D ISAMPLER3D ISAMPLERCUBE
%token <lex> ISAMPLER1DARRAY ISAMPLER2DARRAY USAMPLER1D USAMPLER2D USAMPLER3D
%token <lex> USAMPLERCUBE USAMPLER1DARRAY USAMPLER2DARRAY USAMPLER2DRECT
%token <lex> ISAMPLER2DRECT USAMPLER2DRECTSHADOW ISAMPLER2DRECT USAMPLER2DRECT
%token <lex> USAMPLER2DRECT USAMPLER2DRECTSHADOW
%token <lex> SAMPLER2DMS ISAMPLER2DMS USAMPLER2DMS
%token <lex> ISAMPLER2DMSARRAY ISAMPLER2DMSARRAY USAMPLER2DMSARRAY
%token <lex> USAMPLER2DMSARRAY USAMPLER2DMSARRAY
%token <lex> USAMPLER2DMSARRAY
%token <lex> ISAMPLER2DMSARRAY
%token <lex> SAMPLEREXTERNALOES

%token <lex> F16SAMPLER1D F16SAMPLER2D F16SAMPLER3D F16SAMPLER2DRECT
F16SAMPLERCUBE
%token <lex> F16SAMPLER1DARRAY F16SAMPLER2DARRAY F16SAMPLERCUBEARRAY
%token <lex> F16SAMPLERBUFFER F16SAMPLER2DMS F16SAMPLER2DMSARRAY
%token <lex> F16SAMPLER1DSHADOW F16SAMPLER2DSHADOW F16SAMPLER1DARRAYSHADOW
F16SAMPLER2DARRAYSHADOW
%token <lex> F16SAMPLER2DRECTSHADOW F16SAMPLERCUBEARRAYSHADOW
F16SAMPLERCUBEARRAYSHADOW

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// pure sampler
%token <lex> SAMPLER SAMPLER SHADOW

// texture without sampler
%token <lex> TEXTURE1D TEXTURE2D TEXTURE3D TEXTURE CUBE
%token <lex> TEXTURE1D ARRAY TEXTURE2D ARRAY
%token <lex> TEXTURE1D TEXTURE2D TEXTURE3D TEXTURE CUBE
%token <lex> TEXTURE1D ARRAY TEXTURE2D ARRAY TEXTURE BUFFER
%token <lex> TEXTURE BUFFER TEXTURE CUBE ARRAY
%token <lex> TEXTURE CUBE ARRAY

// input attachments
%token <lex> SUBPASSINPUT SUBPASSINPUT MS ISUBPASSINPUT ISUBPASSINPUT MS
%token <lex> IMAGE1D IMAGE2D IMAGE3D IMAGE CUBE
%token <lex> IMAGE2DRECT IMAGE2DRECT IMAGE2DRECT
%token <lex> IMAGE2DMS IMAGE2DMS IMAGE2DMS
%token <lex> IMAGE2DARRAY IMAGE2DARRAY IMAGE2DARRAY
%token <lex> IMAGE CUBE ARRAY IMAGE CUBE ARRAY
%token <lex> IMAGE BUFFER IMAGE BUFFER IMAGE BUFFER
%token <lex> IMAGE1D ARRAY IMAGE1D ARRAY IMAGE1D ARRAY
%token <lex> IMAGE CUBE ARRAY IMAGE CUBE ARRAY
%token <lex> IMAGE2DMS ARRAY IMAGE2DMS ARRAY IMAGE2DMS ARRAY
%token <lex> F16IMAGE1D F16IMAGE2D F16IMAGE3D F16IMAGE2DRECT
%token <lex> F16IMAGEBUFFER F16IMAGE2DARRAY F16IMAGE CUBE ARRAY
%token <lex> F16IMAGEBUFFER F16IMAGE2DMS F16IMAGE2DMS ARRAY

%token <lex> STRUCT VOID WHILE

%token <lex> IDENTIFIER TYPE NAME
%token <lex> FLOAT CONSTANT DOUBLE CONSTANT INT16 CONSTANT UINT16 CONSTANT
%token <lex> INT32 CONSTANT UINT32 CONSTANT INT64 CONSTANT UINT64 CONSTANT
%token <lex> BOOL CONSTANT FLOAT16 CONSTANT
%token <lex> LEFT OP RIGHT OP
%token <lex> INC OP DEC OP LE OP GE OP EQ OP NE OP
%token <lex> AND_OP OR_OP XOR_OP MUL_ASSIGN DIV_ASSIGN ADD_ASSIGN
%token <lex> MOD_ASSIGN LEFT_ASSIGN RIGHT_ASSIGN AND_ASSIGN XOR_ASSIGN OR_ASSIGN
%token <lex> SUB_ASSIGN
%token <lex> LEFT_PAREN RIGHT_PAREN LEFT_BRACKET RIGHT_BRACKET LEFT_BRACE RIGHT_BRACE DOT
%token <lex> COMMA COLON EQUAL SEMICOLON BANG DASH TILDE PLUS STAR SLASH PERCENT
%token <lex> LEFT_ANGLE RIGHT_ANGLE VERTICAL_BAR CARET AMPERSAND QUESTION
%token <lex> INARIANT PRECISE
%token <lex> HIGH_PRECISION MEDIUM_PRECISION LOW_PRECISION PRECISION
%token <lex> PACKED RESOURCE SUPERP
%type <interm> assignment_operator unary_operator
%type <interm.intermTypedNode> variable_identifier primary_expression postfix_expression
%type <interm.intermTypedNode> expression integer_expression assignment_expression
%type <interm.intermTypedNode> unary_expression multiplicative_expression additive_expression
%type <interm.intermTypedNode> relational_expression equality_expression
%type <interm.intermTypedNode> conditional_expression constant_expression
%type <interm.intermTypedNode> logical_or_expression logical_xor_expression logical_and_expression
%type <interm.intermTypedNode> shift_expression and_expression exclusive_or_expression
%type <interm.intermTypedNode> function_call initializer initializer_list condition conditionopt
%type <interm.intermNode> translation_unit function_definition
%type <interm.intermNode> statement simple_statement
%type <interm.intermNode> statement_list switch_statement_list compound_statement
%type <interm.intermNode> declaration_statement selection_statement selection_statement_nonattributed
expression_statement
%type <interm.intermNode> switch_statement switch_statement_nonattributed case_label
%type <interm.intermNode> declaration external_declaration
%type <interm.intermNode> for_init_statement compound_statement_no_new_scope
%type <interm.nodePair> selection_rest_statement for_rest_statement
%type <interm.intermNode> iteration_statement iteration_statement_nonattributed jump_statement
statement_no_new_scope statement_scoped
%type <interm> single_declarator init_declarator_list
%type <interm> parameter_declaration parameter_declarator parameter_type_specifier
%type <interm> array_specifier
%type <interm.type> precise_qualifier invariant_qualifier interpolation_qualifier storage_qualifier
precision_qualifier
%type <interm.type> layout_qualifier layout_qualifier_id_list layout_qualifier_id
%type <interm.type> type_qualifier fully_specified_type type_specifier
%type <interm.type> single_type_qualifier
%type <interm.type> type_specifier_nonarray
%type <interm.type> struct_specifier
%type <interm.typeLine> struct_declarator
%type <interm.typeList> struct_declarator_list struct_declaration struct_declaration_list type_name_list
%type <interm> block_structure
%type <interm.function> function_header function_declarator
%type <interm.function> function_header_with_parameters
%type <interm> function_call_header_with_parameters function_call_header_no_parameters function_call_generic
function_prototype
%type <interm> function_call_or_method function_identifier function_call_header

%type <interm.identifierList> identifier_list
%type <interm.attributes> attribute attribute_list single_attribute

%start translation_unit
%%

variable_identifier
 : IDENTIFIER {
     $$ = parseContext.handleVariable($1.loc, $1.symbol, $1.string);
 }

primary_expression
 : variable_identifier {
     $$ = $1;
 }
| INT32CONSTANT {
     parseContext.explicitInt32Check($1.loc, "32-bit signed literal");
     $$ = parseContext.intermediate.addConstantUnion($1.i, $1.loc, true);
 }
| UINT32CONSTANT {
     parseContext.explicitInt32Check($1.loc, "32-bit unsigned literal");
     $$ = parseContext.intermediate.addConstantUnion($1.u, $1.loc, true);
 }
| INTCONSTANT {
     $$ = parseContext.intermediate.addConstantUnion($1.i, $1.loc, true);
 }
| UINTCONSTANT {
     parseContext.fullIntegerCheck($1.loc, "unsigned literal");
     $$ = parseContext.intermediate.addConstantUnion($1.u, $1.loc, true);
 }
| INT64CONSTANT {
     parseContext.int64Check($1.loc, "64-bit integer literal");
     $$ = parseContext.intermediate.addConstantUnion($1.i64, $1.loc, true);
 }
| UINT64CONSTANT {
     parseContext.int64Check($1.loc, "64-bit unsigned integer literal");
 }
postfix_expression
  : primary_expression {
    $$ = $1;
  }

postfix_expression LEFT_BRACKET integer_expression RIGHT_BRACKET {
  $$ = parseContext.handleBracketDereference($2.loc, $1, $3);
}

function_call {
  $$ = $1;
}

postfix_expression DOT IDENTIFIER {
  $$ = parseContext.handleDotDereference($3.loc, $1, *$3.string);
}

postfix_expression INC_OP {
  parseContext.variableCheck($1);
  parseContext.IValueErrorCheck($2.loc, "++", $1);
  $$ = parseContext.handleUnaryMath($2.loc, "++", EOpPostIncrement, $1);
}
postfix_expression DEC_OP {
    parseContext.variableCheck($1);
    parseContext.lValueErrorCheck($2.loc, "--", $1);
    $$ = parseContext.handleUnaryMath($2.loc, "--", EOpPostDecrement, $1);
}

integer_expression
  : expression {
    parseContext.integerCheck($1, "\[\]" methodology);
    $$ = $1;
  }

function_call
  : function_call_or_method {
    $$ = parseContext.handleFunctionCall($1.loc, $1.function, $1.intermNode);
    delete $1.function;
  }

function_call_or_method
  : function_call_generic {
    $$ = $1;
  }

function_call generic
  : function_call_header_with_parameters RIGHT_PAREN {
    $$ = $1;
    $$,loc = $2.loc;
  }
  | function_call_header_no_parameters RIGHT_PAREN {
    $$ = $1;
    $$,loc = $2.loc;
  }

function_call_header_no_parameters
  : function_call_header VOID {
    $$ = $1;
  }
  | function_call_header {
    $$ = $1;
  }

  ;
function_call_header_with_parameters
: function_call_header assignment_expression {
    TParameter param = { 0, new TType }; param.type->shallowCopy($2->getType()); $1.function->addParameter(param); $$.function = $1.function; $$.intermNode = $2;
}
| function_call_header_with_parameters COMMA assignment_expression {
    TParameter param = { 0, new TType }; param.type->shallowCopy($3->getType()); $1.function->addParameter(param); $$.function = $1.function; $$.intermNode = parseContext.intermediate.growAggregate($1.intermNode, $3, $2.loc);
}
;

function_call_header
: function_identifier LEFT_PAREN {
    $$ = $1;
}
;

// Grammar Note: Constructors look like functions, but are recognized as types.

function_identifier
: type_specifier {
    // Constructor
    $$.$intermNode = 0;
    $$.$function = parseContext.handleConstructorCall($1.$loc, $1);
}
| postfix_expression {
    // Should be a method or subroutine call, but we haven't recognized the arguments yet.
    //
    $$.$function = 0;
    $$.$intermNode = 0;
}

TIntermMethod* method = $1->getAsMethodNode(); if (method) {
    $$.$function = new TFunction(&method->getMethodName(), TType(EbtInt), EOpArrayLength); $$.$intermNode = method->getObject();
} else {
    TIntermSymbol* symbol = $1->getAsSymbolNode();
    if (symbol) {
        parseContext.reservedErrorCheck(symbol->getLoc(), symbol->getName());
        TFunction *function = new TFunction(&symbol->getName(), TType(EbtVoid));
        $$.$function = function;
if ($$.function == 0) {
    // error recover
    TString empty("");
    $$function = new TFunction(&empty, TType(EbtVoid), EOpNull);
}

unary_expression : postfix_expression {
    parseContext.variableCheck($1);
    $$ = $1;
    if (TIntermMethod* method = $1->getAsMethodNode())
        parseContext.error($1->getLoc(), "incomplete method syntax", method->getMethodName().c_str(), "");
}

| INC_OP unary_expression {
    parseContext.lValueErrorCheck($1.loc, "++", $2);
    $$ = parseContext.handleUnaryMath($1.loc, "++", EOpPreIncrement, $2);
}
| DEC_OP unary_expression {
    parseContext.lValueErrorCheck($1.loc, "--", $2);
    $$ = parseContext.handleUnaryMath($1.loc, "--", EOpPreDecrement, $2);
}
| unary_operator unary_expression {
    if ($1.op != EOpNull) {
        char errorOp[2] = {0, 0};
        switch($1.op) {
            case EOpNegative:   errorOp[0] = '-'; break;
            case EOpLogicalNot: errorOp[0] = '!'; break;
            case EOpBitwiseNot: errorOp[0] = '~'; break;
            default: break; // some compilers want this
        }
        $$ = parseContext.handleUnaryMath($1.loc, errorOp, $1.op, $2);
    } else {
        $$ = $2;
        if ($$->getAsConstantUnion())
            $$->getAsConstantUnion()->setExpression();
    }
}

unary_operator : PLUS { $$loc = $1.loc; $$op = EOpNull; }
DASH { $$.loc = $1.loc; $$.op = EOpNegative; }
BANG { $$.loc = $1.loc; $$.op = EOpLogicalNot; }
TILDE { $$loc = $1.loc; $$op = EOpBitwiseNot;
    parseContext.fullIntegerCheck($1.loc, "bitwise not"); }
;
// Grammar Note: No '*' or '&' unary ops. Pointers are not supported.

multiplicative_expression
  : unary_expression { $$ = $1; }
  | multiplicative_expression STAR unary_expression {
      $$ = parseContext.handleBinaryMath($2.loc, ";", EOpMul, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
  | multiplicative_expression SLASH unary_expression {
      $$ = parseContext.handleBinaryMath($2.loc, "/", EOpDiv, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
  | multiplicative_expression PERCENT unary_expression {
      $$ = parseContext.handleBinaryMath($2.loc, ";", EOpMod, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
;
additive_expression
  : multiplicative_expression { $$ = $1; }
  | additive_expression PLUS multiplicative_expression {
      $$ = parseContext.handleBinaryMath($2.loc, "+", EOpAdd, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
  | additive_expression DASH multiplicative_expression {
      $$ = parseContext.handleBinaryMath($2.loc, ";", EOpSub, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
;
shift_expression
  : additive_expression { $$ = $1; }
  | shift_expression LEFT_OP additive_expression {
      parseContext.fullIntegerCheck($2.loc, "bit shift left");
      $$ = parseContext.handleBinaryMath($2.loc, ";", EOpLeftShift, $1, $3);
      if ($$ == 0)
        $$ = $1;
    }
shift_expression RIGHT_OP additive_expression {
    parseContext.fullIntegerCheck($2.loc, "bit shift right");
    $$ = parseContext.handleBinaryMath($2.loc, ">>", EOpRightShift, $1, $3);
    if ($$ == 0)
        $$ = $1;
}

relational_expression :
    shift_expression { $$ = $1; }
| relational_expression LEFT_ANGLE shift_expression {
    $$ = parseContext.handleBinaryMath($2.loc, "<", EOpLessThan, $1, $3);
    if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
| relational_expression RIGHT_ANGLE shift_expression {
    $$ = parseContext.handleBinaryMath($2.loc, ">", EOpGreaterThan, $1, $3);
    if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
| relational_expression LE_OP shift_expression {
    $$ = parseContext.handleBinaryMath($2.loc, "\le", EOpLessThanEqual, $1, $3);
    if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
| relational_expression GE_OP shift_expression {
    $$ = parseContext.handleBinaryMath($2.loc, "\ge", EOpGreaterThanEqual, $1, $3);
    if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}

equality_expression :
    relational_expression { $$ = $1; }
| equality_expression EQ_OP relational_expression {
    parseContext.arrayObjectCheck($2.loc, $1->getType(), "array comparison");
    parseContext.opaqueCheck($2.loc, $1->getType(), "==");
    parseContext.specializationCheck($2.loc, $1->getType(), "==");
    $$ = parseContext.handleBinaryMath($2.loc, "==", EOpEqual, $1, $3);
    if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
| equality_expression NE_OP relational_expression {
    parseContext.arrayObjectCheck($2.loc, $1->getType(), "array comparison");
    parseContext.opaqueCheck($2.loc, $1->getType(), "!=");
    parseContext.specializationCheck($2.loc, $1->getType(), "!=");
    $$ = parseContext.handleBinaryMath($2.loc, "!", EOpNotEqual, $1, $3);
if ($$ == 0)
    $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
;

and_expression
    : equality_expression { $$ = $1; }
    | and_expression AMPERSAND equality_expression {
        parseContext.fullIntegerCheck($2.loc, "bitwise and");
        $$ = parseContext.handleBinaryMath($2.loc, ",", EOpAnd, $1, $3);
        if ($$ == 0)
            $$ = $1;
    }
    ;

exclusive_or_expression
    : and_expression { $$ = $1; }
    | exclusive_or_expression CARET and_expression {
        parseContext.fullIntegerCheck($2.loc, "bitwise exclusive or");
        $$ = parseContext.handleBinaryMath($2.loc, "^", EOpExclusiveOr, $1, $3);
        if ($$ == 0)
            $$ = $1;
    }
    ;

inclusive_or_expression
    : exclusive_or_expression { $$ = $1; }
    | inclusive_or_expression VERTICAL_BAR exclusive_or_expression {
        parseContext.fullIntegerCheck($2.loc, "bitwise inclusive or");
        $$ = parseContext.handleBinaryMath($2.loc, ",", EOpInclusiveOr, $1, $3);
        if ($$ == 0)
            $$ = $1;
    }
    ;

logical_and_expression
    : inclusive_or_expression { $$ = $1; }
    | logical_and_expression AND_OP inclusive_or_expression {
        $$ = parseContext.handleBinaryMath($2.loc, "&&", EOpLogicalAnd, $1, $3);
        if ($$ == 0)
            $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
    }
    ;

logical_xor_expression
    : logical_and_expression { $$ = $1; }
    | logical_xor_expression XOR_OP logical_and_expression {
        $$ = parseContext.handleBinaryMath($2.loc, "^^", EOpLogicalXor, $1, $3);
    }
if ($$ == 0)
    $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
}
;

logical_or_expression
  : logical_xor_expression { $$ = $1; }
  | logical_or_expression OR_OP logical_xor_expression { 
      $$ = parseContext.handleBinaryMath($2.loc, "||", EOpLogicalOr, $1, $3);
      if ($$ == 0)
        $$ = parseContext.intermediate.addConstantUnion(false, $2.loc);
    }
  ;

conditional_expression
  : logical_or_expression { $$ = $1; }
  | logical_or_expression QUESTION { 
      ++parseContext.controlFlowNestingLevel;
    }
  expression COLON assignment_expression { 
    --parseContext.controlFlowNestingLevel;
    parseContext.boolCheck($2.loc, $1);
    parseContext.rValueErrorCheck($2.loc, "?", $1);
    parseContext.rValueErrorCheck($5.loc, ";", $4);
    parseContext.rValueErrorCheck($5.loc, ";", $6);
    $$ = parseContext.intermediate.addSelection($1, $4, $6, $2.loc);
    if ($$ == 0) { 
        parseContext.binaryOpError($2.loc, ";", $4->getCompleteString(), $6->getCompleteString());
        $$ = $6;
    }
  }
;

assignment_expression
  : conditional_expression { $$ = $1; }
  | unary_expression assignment_operator assignment_expression { 
    parseContext.arrayObjectCheck($2.loc, $1->getType(), "array assignment");
    parseContext.opaqueCheck($2.loc, $1->getType(), "=");
    parseContext.specializationCheck($2.loc, $1->getType(), "=");
    parseContext.lValueErrorCheck($2.loc, "assign", $1);
    parseContext.rValueErrorCheck($2.loc, "assign", $3);
    $$ = parseContext.intermediate.addAssign($2.op, $1, $3, $2.loc);
    if ($$ == 0) { 
        parseContext.assignError($2.loc, "assign", $1->getCompleteString(), $3->getCompleteString());
        $$ = $1;
    }
  }
assignment_operator
  : EQUAL {
    $$\text{loc} = \$1\text{.loc};$
    $$\text{op} = \text{EOpAssign};$
  }
  | MUL_ASSIGN {
    $$\text{loc} = \$1\text{.loc};$
    $$\text{op} = \text{EOpMulAssign};$
  }
  | DIV_ASSIGN {
    $$\text{loc} = \$1\text{.loc};$
    $$\text{op} = \text{EOpDivAssign};$
  }
  | MOD_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"\%\=\"});
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpModAssign};$
  }
  | ADD_ASSIGN {
    $$\text{loc} = \$1\text{.loc};$
    $$\text{op} = \text{EOpAddAssign};$
  }
  | SUB_ASSIGN {
    $$\text{loc} = \$1\text{.loc};$
    $$\text{op} = \text{EOpSubAssign};$
  }
  | LEFT_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"bit-shift left assign");}
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpLeftShiftAssign};$
  }
  | RIGHT_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"bit-shift right assign");}
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpRightShiftAssign};$
  }
  | AND_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"bitwise-and assign");}
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpAndAssign};$
  }
  | XOR_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"bitwise-xor assign");}
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpExclusiveOrAssign};$
  }
  | OR_ASSIGN {
    parseContext.fullIntegerCheck($1\text{.loc}, \text{"bitwise-or assign");}
    $$\text{loc} = \$1\text{.loc};$$\text{op} = \text{EOpInclusiveOrAssign};$
  };
expression
  : assignment_expression {
    $$ = $1;
  }
  | expression COMMA assignment_expression {
    parseContext.samplerConstructorLocationCheck($2.loc, ",", $3);
    $$ = parseContext.intermediate.addComma($1, $3, $2.loc);
    if ($$ == 0) {
      parseContext.binaryOpError($2.loc, ",", $1->getCompleteString(), $3->getCompleteString());
      $$ = $3;
    }
  }
  ;

constant_expression
  : conditional_expression {
    parseContext.constantValueCheck($1, "") ;
    $$ = $1;
  }
  ;

declaration
  : function_prototype SEMICOLON {
    parseContext.handleFunctionDeclarator($1.loc, *$1.function, true /* prototype */);
    $$ = 0;
    // TODO: 4.0 functionality: subroutines: make the identifier a user type for this signature
  }
  | init_declarator_list SEMICOLON {
    if ($1.intermNode && $1.intermNode->getAsAggregate())
      $1.intermNode->getAsAggregate()->setOperator(EOpSequence);
    $$ = $1.intermNode;
  }
  | PRECISION precision_qualifier type_specifier SEMICOLON {
    parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "precision statement");
    // lazy setting of the previous scope's defaults, has effect only the first time it is called in a particular scope
    parseContext.symbolTable.setPreviousDefaultPrecisions(&parseContext.defaultPrecision[0]);
    parseContext.setDefaultPrecision($1.loc, $3, $2.qualifier.precision);
    $$ = 0;
  }
  | block_structure SEMICOLON {
    parseContext.declareBlock($1.loc, *$1.typeList);
    $$ = 0;
  }
  | block_structure IDENTIFIER SEMICOLON {
    parseContext.declareBlock($1.loc, *$1.typeList, $2.string);
    $$ = 0;
| block_structure IDENTIFIER array_specifier SEMICOLON {  
|    parseContext.declareBlock($1.loc, *$1.typeList, $2.string, $3.arraySizes);  
|    $$ = 0;  
| }  
| type_qualifier SEMICOLON {  
|    parseContext.globalQualifierFixCheck($1.loc, $1.qualifier);  
|    parseContext.updateStandaloneQualifierDefaults($1.loc, $1);  
|    $$ = 0;  
| }  
| type_qualifier IDENTIFIER SEMICOLON {  
|    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);  
|    parseContext.addQualifierToExisting($1.loc, $1.qualifier, *$2.string);  
|    $$ = 0;  
| }  
| type_qualifier IDENTIFIER IDENTIFIER identifier_list SEMICOLON {  
|    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);  
|    $3->push_back($2.string);  
|    parseContext.addQualifierToExisting($1.loc, $1.qualifier, *$3);  
|    $$ = 0;  
| }  
| ;  
block_structure  
: type_qualifier IDENTIFIER LEFT_BRACE {  
    parseContext.nestedBlockCheck($1.loc);  
} struct_declaration_list  
RIGHT_BRACE {  
    --parseContext.structNestingLevel;  
    parseContext.blockName = $2.string;  
    parseContext.globalQualifierFixCheck($1.loc, $1.qualifier);  
    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);  
    parseContext.currentBlockQualifier = $1.qualifier;  
    $$.loc = $1.loc;  
    $$typeList = $5;  
}  
identifier_list  
: COMMA IDENTIFIER {  
    $$ = new TIdentifierList;  
    $$->push_back($2.string);  
}  
| identifier_list COMMA IDENTIFIER {  
    $$ = $1;  
    $$->push_back($3.string);  
}  
| ;  
function_prototype  
: function_declarator RIGHT_PAREN {  

function_declarator
  : function_header {  
    $$ = $1;  
    }  
  | function_header_with_parameters {  
    $$ = $1;  
    }  
  ;

function_header_with_parameters
  : function_header parameter_declaration {  
    // Add the parameter  
    $$ = $1;  
    if ($2.param.type->getBasicType() != EbtVoid)  
      $1->addParameter($2.param);  
    else  
      delete $2.param.type;  
    }  
  | function_header_with_parameters COMMA parameter_declaration {  
    // Only first parameter of one-parameter functions can be void  
    // The check for named parameters not being void is done in parameter_declarator  
    //  
    if ($3.param.type->getBasicType() == EbtVoid) {  
      // This parameter > first is void  
      //  
      parseContext.error($2.loc, "cannot be an argument type except for '(void)'", "void", "");  
      delete $3.param.type;  
    } else {  
      // Add the parameter  
      $$ = $1;  
      $1->addParameter($3.param);  
    }  
  }  
  ;

function_header
  : fully_specified_type IDENTIFIER LEFT_PAREN {  
    if ($1.qualifier.storage != EvqGlobal && $1.qualifier.storage != EvqTemporary) {  
      parseContext.error($2.loc, "no qualifiers allowed for function return",  
        GetStorageQualifierString($1.qualifier.storage), ");

```
if ($1.arraySizes)
    parseContext.arraySizeRequiredCheck($1.loc, *$1.arraySizes);

// Add the function as a prototype after parsing it (we do not support recursion)
TFunction *function;
TTType type($1);

// Potentially rename shader entry point function. No-op most of the time.
parseContext.renameShaderFunction($2.string);

// Make the function
function = new TFunction($2.string, type);
$$ = function;
}
;

parameter_declarator
   // Type + name
   : type_specifier IDENTIFIER {
      if ($1.arraySizes) {
         parseContext.profileRequires($1.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
         parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "arrayed type");
         parseContext.arraySizeRequiredCheck($1.loc, *$1.arraySizes);
      }
      if ($1.basicType == EbtVoid) {
         parseContext.error($2.loc, "illegal use of type ‘void’", $2.string->c_str(), "");
      }
      parseContext.reservedErrorCheck($2.loc, *$2.string);
      TParameter param = {$2.string, new TType($1)};
      $$$.loc = $2.loc;
      $$$.param = param;
   }

| type_specifier IDENTIFIER array_specifier {
   if ($1.arraySizes) {
      parseContext.profileRequires($1.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
      parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "arrayed type");
      parseContext.arraySizeRequiredCheck($1.loc, *$1.arraySizes);
   }
   parseContext.arrayDimCheck($2.loc, $1.arraySizes, $3.arraySizes);

   parseContext.arraySizeRequiredCheck($3.loc, *$3.arraySizes);
   parseContext.reservedErrorCheck($2.loc, *$2.string);

   TParameter param = { $2.string, new TType($1)};
   parseContext.arrayDimMerge(*param.type, $3.arraySizes);
```c
parameter_declaration

//
// With name
//
: type_qualifier parameter_declarator {
    $$ = $2;
    if ($1.qualifier.precision != EpqNone)
        $$param.type->getQualifier().precision = $1.qualifier.precision;
    parseContext.precisionQualifierCheck($$.loc, $$param.type->getBasicType(), $$param.type->getQualifier());

    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);
    parseContext.parameterTypeCheck($2.loc, $1.qualifier.storage, *$$param.type);
    parseContext.paramCheckFix($1.loc, $1.qualifier, *$$param.type);
}

| parameter_declarator {
    $$ = $1;

    parseContext.parameterTypeCheck($1.loc, EvqIn, *$1.param.type);
    parseContext.paramCheckFix($1.loc, EvqTemporary, *$$param.type);
    parseContext.precisionQualifierCheck($$.loc, $$param.type->getBasicType(), $$param.type->getQualifier());
}
//
// Without name
//
| type_qualifier parameter_typeSpecifier {
    $$ = $2;
    if ($1.qualifier.precision != EpqNone)
        $$param.type->getQualifier().precision = $1.qualifier.precision;
    parseContext.precisionQualifierCheck($1.loc, $$param.type->getBasicType(), $$param.type->getQualifier());

    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);
    parseContext.parameterTypeCheck($2.loc, $1.qualifier.storage, *$$param.type);
    parseContext.paramCheckFix($1.loc, $1.qualifier, *$$param.type);
}
| parameter_typeSpecifier {
    $$ = $1;

    parseContext.parameterTypeCheck($1.loc, EvqIn, *$1.param.type);
    parseContext.paramCheckFix($1.loc, EvqTemporary, *$$param.type);
    parseContext.precisionQualifierCheck($$.loc, $$param.type->getBasicType(), $$param.type->getQualifier());
}
;
parameter_type_specifier
: typeSpecifier {
    TParameter param = { 0, new TType($1) };  
    $$param = param;  
    if ($1.arraySizes)  
        parseContext.arraySizeRequiredCheck($1.loc, *$1.arraySizes);  
} ;

init_declarator_list
: single_declaration {
    $$ = $1;  
}
| init_declarator_list COMMA IDENTIFIER {
    $$ = $1;  
    parseContext.declareVariable($3.loc, *$3.string, $1.type);  
}
| init_declarator_list COMMA IDENTIFIER array_specifier {
    $$ = $1;  
    parseContext.declareVariable($3.loc, *$3.string, $1.type, $4.arraySizes);  
}
| init_declarator_list COMMA IDENTIFIER array_specifier EQUAL initializer {
    $$.type = $1.type;  
    TIntermNode* initNode = parseContext.declareVariable($3.loc, *$3.string, $1.type, $4.arraySizes, $6);  
    $$intermNode = parseContext.intermediate.growAggregate($1.intermNode, initNode, $5.loc);  
}
| init_declarator_list COMMA IDENTIFIER EQUAL initializer {
    $$.type = $1.type;  
    TIntermNode* initNode = parseContext.declareVariable($3.loc, *$3.string, $1.type, 0, $5);  
    $$intermNode = parseContext.intermediate.growAggregate($1.intermNode, initNode, $4.loc);  
}
;

single_declaration
: fully_specified_type {
    $$type = $1;  
    $$intermNode = 0;  
    parseContext.declareTypeDefaults($$.loc, $$.type);  
}
| fully_specified_type IDENTIFIER {
    $$type = $1;  
    $$intermNode = 0;  
    parseContext.declareVariable($2.loc, *$2.string, $1);  
}
| fully_specified_type IDENTIFIER array_specifier {
    $$type = $1;  
    $$intermNode = 0;  
}
fully_specified_type IDENTIFIER array_specifier EQUAL initializer {
  $$type = $1;
  TIntermNode* initNode = parseContext.declareVariable($2.loc, *$2.string, $$type, $3.arraySizes, $5);
  $$intermNode = parseContext.intermediate.growAggregate(0, initNode, $4.loc);
}

fully_specified_type IDENTIFIER EQUAL initializer {
  $$type = $1;
  TIntermNode* initNode = parseContext.declareVariable($2.loc, *$2.string, $$type, 0, $4);
  $$intermNode = parseContext.intermediate.growAggregate(0, initNode, $3.loc);
}

// Grammar Note: No 'enum', or 'typedef'.

fully_specified_type :
  type_specifier {
    $$ = $1;
    parseContext.globalQualifierTypeCheck($1.loc, $1.qualifier, $$);
    if ($1.arraySizes) {
      parseContext.profileRequires($1.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
      parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "arrayed type");
    }
    parseContext.precisionQualifierCheck($$.loc, $$.basicType, $$.qualifier);
  }

| type_qualifier type_specifier {
  parseContext.globalQualifierFixCheck($1.loc, $1.qualifier);
  parseContext.globalQualifierTypeCheck($1.loc, $1.qualifier, $2);
  if ($2.arraySizes) {
    parseContext.profileRequires($2.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
    parseContext.profileRequires($2.loc, EEsProfile, 300, 0, "arrayed type");
  }
  if ($2.arraySizes && parseContext.arrayQualifierError($2.loc, $1.qualifier))
    $2.arraySizes = 0;
  parseContext.checkNoShaderLayouts($2.loc, $1.shaderQualifiers);
  $2.shaderQualifiers.merge($1.shaderQualifiers);
  parseContext.mergeQualifiers($2.loc, $2.qualifier, $1.qualifier, true);
  parseContext.precisionQualifierCheck($2.loc, $2.basicType, $2.qualifier);
  $$ = $2;
  if (! $$.$qualifier.isInterpolation() &&
    ((parseContext.language == EShLangVertex && $$.$qualifier.storage == EvqVaryingOut) ||
(parseContext.language == EShLangFragment && $$.$qualifier.storage == EqVaryingIn))
$$.$qualifier.smooth = true;
}
;

invariant_qualifier
  : INVARIANT {
    parseContext.globalCheck($1.loc, "invariant");
    parseContext.profileRequires($$.loc, ENoProfile, 120, 0, "invariant");
    $$.$init($1.loc);
    $$.$qualifier.invariant = true;
  }
  ;

interpolation_qualifier
  : SMOOTH {
    parseContext.globalCheck($1.loc, "smooth");
    parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "smooth");
    parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "smooth");
    $$.$init($1.loc);
    $$.$qualifier.smooth = true;
  }
  |
    FLAT {
    parseContext.globalCheck($1.loc, "flat");
    parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "flat");
    parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "flat");
    $$.$init($1.loc);
    $$.$qualifier.flat = true;
  }
  |
    NOPERSPECTIVE {
    parseContext.globalCheck($1.loc, "noperspective");
    parseContext.requireProfile($1.loc, ~EEsProfile, "noperspective");
    parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "noperspective");
    $$.$init($1.loc);
    $$.$qualifier.nopersp = true;
  }
  |
    __EXPLICITINTERPAMD {
#ifdef AMD_EXTENSIONS
    parseContext.globalCheck($1.loc, "__explicitInterpAMD");
    parseContext.profileRequires($1.loc, ECoreProfile, 450, E_GL_AMD_shader_explicit_vertex_parameter, "explicit interpolation");
    parseContext.profileRequires($1.loc, ECompatibilityProfile, 450, E_GL_AMD_shader_explicit_vertex_parameter, "explicit interpolation");
    $$.$init($1.loc);
    $$.$qualifier.explicitInterp = true;
#endif
  }
  ;

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layout_qualifier
  : LAYOUT LEFT_PAREN layout_qualifier_id_list RIGHT_PAREN {
    $$ = $3;
  }
  ;

layout_qualifier_id_list
  : layout_qualifier_id {
    $$ = $1;
  }
  | layout_qualifier_id_list COMMA layout_qualifier_id {
    $$ = $1;
    $$shaderQualifiers.merge($3.shaderQualifiers);
    parseContext.mergeObjectLayoutQualifiers($$.qualifier, $3.qualifier, false);
  }

layout_qualifier_id
  : IDENTIFIER {
    $$init($1.loc);
    parseContext.setLayoutQualifier($1.loc, $$, *$1.string);
  }
  | IDENTIFIER EQUAL constant_expression {
    $$init($1.loc);
    parseContext.setLayoutQualifier($1.loc, $$, *$1.string, $3);
  }
  | SHARED { // because "shared" is both an identifier and a keyword
    $$init($1.loc);
    TString strShared("shared");
    parseContext.setLayoutQualifier($1.loc, $$, strShared);
  }
  ;

precise_qualifier
  : PRECISE {
    parseContext.profileRequires($$.loc, ECoreProfile | ECompatibilityProfile, 400, E_GL_ARB_gpu_shader5, "precise");
    parseContext.profileRequires($1.loc, EEsProfile, 320, Num_AEP_gpu_shader5, AEP_gpu_shader5, "precise");
    $$init($1.loc);
    $$qualifier.noContraction = true;
  }
  ;

type_qualifier
  : single_type_qualifier {
    $$ = $1;
  }
  | type_qualifier single_type_qualifier {
  }
$\$$ = $1;
if ($$.basicType == EbtVoid)
$$basicType = $2.basicType;

$$shaderQualifiers.merge($2.shaderQualifiers);
parseContext.mergeQualifiers($$.loc, $$.qualifier, $2.qualifier, false);
}


| layout_qualifier {


| precision_qualifier {

| interpolation_qualifier {

| invariant_qualifier {

| precise_qualifier {

| storage_qualifier {

| ATTRIBUTE {

parseContext.globalCheck($1.loc, "attribute");

```c
$.init($1.loc);
$.qualifier.storage = EvqVaryingIn;
}

VARYING {
parseContext.checkDeprecated($1.loc, ENoProfile, 130, "varying");
parseContext.checkDeprecated($1.loc, ECoreProfile, 130, "varying");
parseContext.requireNotRemoved($1.loc, ECoreProfile, 420, "varying");
parseContext.requireNotRemoved($1.loc, EEsProfile, 300, "varying");

parseContext.globalCheck($1.loc, "varying");

$.init($1.loc);
if (parseContext.language == EShLangVertex)
   $.qualifier.storage = EvqVaryingOut;
else
   $.qualifier.storage = EvqVaryingIn;
}

INOUT {
parseContext.globalCheck($1.loc, "inout");
$.init($1.loc);
$.qualifier.storage = EvqInOut;
}

IN {
parseContext.globalCheck($1.loc, "in");
$.init($1.loc);
// whether this is a parameter "in" or a pipeline "in" will get sorted out a bit later
$.qualifier.storage = EvqIn;
}

OUT {
parseContext.globalCheck($1.loc, "out");
$.init($1.loc);
// whether this is a parameter "out" or a pipeline "out" will get sorted out a bit later
$.qualifier.storage = EvqOut;
}

CENTROID {
parseContext.profileRequires($1.loc, ENoProfile, 120, 0, "centroid");
parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "centroid");
parseContext.globalCheck($1.loc, "centroid");
$.init($1.loc);
$.qualifier.centroid = true;
}

PATCH {
parseContext.globalCheck($1.loc, "patch");
parseContext.requireStage($1.loc, (EShLanguageMask)(EShLangTessControlMask | EShLangTessEvaluationMask), "patch");
$.init($1.loc);
$.qualifier.patch = true;
}
```
SAMPLE {
    parseContext.globalCheck($1.loc, "sample");
    $$.init($1.loc);
    $$.qualifier.sample = true;
}

UNIFORM {
    parseContext.globalCheck($1.loc, "uniform");
    $$.init($1.loc);
    $$.qualifier.storage = EvqUniform;
}

BUFFER {
    parseContext.globalCheck($1.loc, "buffer");
    $$.init($1.loc);
    $$.qualifier.storage = EvqBuffer;
}

SHARED {
    parseContext.globalCheck($1.loc, "shared");
    parseContext.profileRequires($1.loc, ECoreProfile | ECompatibilityProfile, 430, E_GL_ARB_compute_shader, "shared");
    parseContext.profileRequires($1.loc, EEsProfile, 310, 0, "shared");
    parseContext.requireStage($1.loc, EShLangCompute, "shared");
    $$.init($1.loc);
    $$.qualifier.storage = EvqShared;
}

COHERENT {
    $$.init($1.loc);
    $$.qualifier.coherent = true;
}

VOLATILE {
    $$.init($1.loc);
    $$.qualifier.volatile = true;
}

RESTRICT {
    $$.init($1.loc);
    $$.qualifier.restrict = true;
}

READONLY {
    $$.init($1.loc);
    $$.qualifier.readonly = true;
}

WRITEONLY {
    $$.init($1.loc);
    $$.qualifier.writeonly = true;
}

SUBROUTINE {
    parseContext.spvRemoved($1.loc, "subroutine");
    parseContext.globalCheck($1.loc, "subroutine");
    parseContext.unimplemented($1.loc, "subroutine");
}
$$.init($1.loc);
}
| SUBROUTINE LEFT_PAREN type_name_list RIGHT_PAREN {
  parseContext.spvRemoved($1.loc, "subroutine");
  parseContext.globalCheck($1.loc, "subroutine");
  parseContext.unimplemented($1.loc, "subroutine");
  $$$.init($1.loc);
}
;

type_name_list
: IDENTIFIER {
  // TODO
}
| type_name_list COMMA IDENTIFIER {
  // TODO: 4.0 semantics: subroutines
  // 1) make sure each identifier is a type declared earlier with SUBROUTINE
  // 2) save all of the identifiers for future comparison with the declared function
}
;

type_specifier
: type_specifier_nonarray {
  $$ = $1;
  $$$.qualifier.precision = parseContext.getDefaultPrecision($$);
}
| type_specifier_nonarray array_specifier {
  parseContext.arrayDimCheck($2.loc, $2.arraySizes, 0);
  $$ = $1;
  $$$.qualifier.precision = parseContext.getDefaultPrecision($$);
  $$$.arraySizes = $2.arraySizes;
}
;
array_specifier
: LEFT_BRACKET RIGHT_BRACKET {
  $$ .loc = $1 .loc;
  $$$.arraySizes = new TArraySizes;
  $$$.arraySizes->addInnerSize();
}
| LEFT_BRACKET conditional_expression RIGHT_BRACKET {
  $$ .loc = $1 .loc;
  $$$.arraySizes = new TArraySizes;
  TArraySize size;
  parseContext.arraySizeCheck($2->getLoc(), $2, size);
  $$$.arraySizes->addInnerSize(size);
}
array_specifier LEFT_BRACKET RIGHT_BRACKET {
    $$ = $1;
    $$->arraySizes->addInnerSize();
}

array_specifier LEFT_BRACKET conditional_expression RIGHT_BRACKET {
    $$ = $1;

    TArraySize size;
    parseContext.arraySizeCheck($3->getLoc(), $3, size);
    $$->arraySizes->addInnerSize(size);
}


$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtUint;
}

| INT8_T | parseContext.explicitInt8Check($1.loc, "8-bit signed integer", parseContext.symbolTable.atBuiltInLevel());
|        | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|        | $$$.basicType = EbtInt8;
|
| UINT8_T | parseContext.explicitInt8Check($1.loc, "8-bit unsigned integer", parseContext.symbolTable.atBuiltInLevel());
|        | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|        | $$$.basicType = EbtUint8;
|
| INT16_T | parseContext.explicitInt16Check($1.loc, "16-bit signed integer", parseContext.symbolTable.atBuiltInLevel());
|        | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|        | $$$.basicType = EbtInt16;
|
| UINT16_T | parseContext.explicitInt16Check($1.loc, "16-bit unsigned integer",
parseContext.symbolTable.atBuiltInLevel());
|          | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|          | $$$.basicType = EbtUint16;
|
| INT32_T | parseContext.explicitInt32Check($1.loc, "32-bit signed integer", parseContext.symbolTable.atBuiltInLevel());
|        | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|        | $$$.basicType = EbtInt;
|
| UINT32_T | parseContext.explicitInt32Check($1.loc, "32-bit unsigned integer",
parseContext.symbolTable.atBuiltInLevel());
|          | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|          | $$$.basicType = EbtUint;
|
| INT64_T | parseContext.int64Check($1.loc, "64-bit integer", parseContext.symbolTable.atBuiltInLevel());
|        | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|        | $$$.basicType = EbtInt64;
|
| UINT64_T | parseContext.int64Check($1.loc, "64-bit unsigned integer", parseContext.symbolTable.atBuiltInLevel());
|          | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|          | $$$.basicType = EbtUint64;
|
| BOOL | $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
|      | $$$.basicType = EbtBool;
<table>
<thead>
<tr>
<th>VEC2</th>
</tr>
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<tbody>
<tr>
<td>$$.\text{init}(\text{parseContext}_\text{symbolTable}_\text{atGlobalLevel}());</td>
</tr>
<tr>
<td>$$.\text{basicType} = \text{EbtFloat};</td>
</tr>
<tr>
<td>$$.\text{setVector}(2);</td>
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</tbody>
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<tr>
<td>$$.\text{basicType} = \text{EbtFloat};</td>
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<tr>
<td>$$.\text{setVector}(4);</td>
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<td>$$.\text{init}(\text{parseContext}_\text{symbolTable}_\text{atGlobalLevel}());</td>
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<tr>
<td>$$.\text{basicType} = \text{EbtDouble};</td>
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<tr>
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<td>$$.\text{setVector}(4);</td>
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<tr>
<th>F16VEC2</th>
</tr>
</thead>
<tbody>
<tr>
<td>$$.\text{init}(\text{parseContext}_\text{symbolTable}_\text{atGlobalLevel}());</td>
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<tr>
<td>$$.\text{basicType} = \text{EbtFloat16};</td>
</tr>
<tr>
<td>$$.\text{setVector}(2);</td>
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</tbody>
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<tr>
<td>$$.\text{setVector}(4);</td>
</tr>
</tbody>
</table>
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtFloat16;
$$.setVector(4);
}
| F32VEC2 |
parseContext.explicitFloat32Check($1.loc, "float32_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtFloat;
$$.setVector(2);
}
| F32VEC3 |
parseContext.explicitFloat32Check($1.loc, "float32_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtFloat;
$$.setVector(3);
}
| F32VEC4 |
parseContext.explicitFloat32Check($1.loc, "float32_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtFloat;
$$.setVector(4);
}
| F64VEC2 |
parseContext.explicitFloat64Check($1.loc, "float64_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setVector(2);
}
| F64VEC3 |
parseContext.explicitFloat64Check($1.loc, "float64_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setVector(3);
}
| F64VEC4 |
parseContext.explicitFloat64Check($1.loc, "float64_t vector", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setVector(4);
}
| BVEC2 |
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtBool;
$$.setVector(2);
}
| BVEC3 |
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtBool;
<table>
<thead>
<tr>
<th>BVEC4</th>
<th>$$\text{$.setVector}(3)$;</th>
</tr>
</thead>
<tbody>
<tr>
<td>IVEC2</td>
<td>$$\text{$.init}(\text{loc}, \text{symbolTable.atGlobalLevel})$$;</td>
</tr>
<tr>
<td>IVEC3</td>
<td>$$\text{$.basicType = EbtInt}$;</td>
</tr>
<tr>
<td>IVEC4</td>
<td>$$\text{$.setVector}(4)$;</td>
</tr>
<tr>
<td>I8VEC2</td>
<td>$$\text{parseContext.explicitInt8Check}(\text{loc}, \text{&quot;8-bit signed integer vector&quot;}, \text{symbolTable.atBuiltInLevel})$$;</td>
</tr>
<tr>
<td>I8VEC3</td>
<td>$$\text{$.basicType = EbtInt8}$;</td>
</tr>
<tr>
<td>I8VEC4</td>
<td>$$\text{$.setVector}(4)$;</td>
</tr>
<tr>
<td>I16VEC2</td>
<td>$$\text{parseContext.explicitInt16Check}(\text{loc}, \text{&quot;16-bit signed integer vector&quot;}, \text{symbolTable.atBuiltInLevel})$$;</td>
</tr>
<tr>
<td>I16VEC3</td>
<td>$$\text{$.basicType = EbtInt16}$;</td>
</tr>
<tr>
<td>I16VEC4</td>
<td>$$\text{$.setVector}(4)$;</td>
</tr>
</tbody>
</table>

---

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  2550
parseContext.explicitInt16Check($1.loc, "16-bit signed integer vector",
parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.$$.basicType = EbtInt16;
$$.$$.setVector(3);
}

| I16VEC4 {
  parseContext.explicitInt16Check($1.loc, "16-bit signed integer vector",
parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt16;
  $$.$$.setVector(4);
}

| I32VEC2 {
  parseContext.explicitInt32Check($1.loc, "32-bit signed integer vector",
parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt;
  $$.$$.setVector(2);
}

| I32VEC3 {
  parseContext.explicitInt32Check($1.loc, "32-bit signed integer vector",
parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt;
  $$.$$.setVector(3);
}

| I32VEC4 {
  parseContext.explicitInt32Check($1.loc, "32-bit signed integer vector",
parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt;
  $$.$$.setVector(4);
}

| I64VEC2 {
  parseContext.int64Check($1.loc, "64-bit integer vector", parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt64;
  $$.$$.setVector(2);
}

| I64VEC3 {
  parseContext.int64Check($1.loc, "64-bit integer vector", parseContext.symbolTable.atBuiltInLevel());
  $$.$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$.$$.basicType = EbtInt64;
  $$.$$.setVector(3);
}

| I64VEC4 {
  parseContext.int64Check($1.loc, "64-bit integer vector", parseContext.symbolTable.atBuiltInLevel());

---

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```cpp
| UVEC2 |
| UVEC3 |
| UVEC4 |
| U8VEC2 |
| U8VEC3 |
| U8VEC4 |
| U16VEC2 |
```
| $$.setVector(2); |
| U16VEC3 |
| parseContext.explicitInt16Check($1.loc, "16-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint16; |
| $$.$setVector(3); |
| U16VEC4 |
| parseContext.explicitInt16Check($1.loc, "16-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint16; |
| $$.$setVector(4); |
| U32VEC2 |
| parseContext.explicitInt32Check($1.loc, "32-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint; |
| $$.$setVector(2); |
| U32VEC3 |
| parseContext.explicitInt32Check($1.loc, "32-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint; |
| $$.$setVector(3); |
| U32VEC4 |
| parseContext.explicitInt32Check($1.loc, "32-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint; |
| $$.$setVector(4); |
| U64VEC2 |
| parseContext.int64Check($1.loc, "64-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint64; |
| $$.$setVector(2); |
| U64VEC3 |
| parseContext.int64Check($1.loc, "64-bit unsigned integer vector", parseContext.symbolTable.atBuiltInLevel()); |
| $$.init($1.loc, parseContext.symbolTable.atGlobalLevel()); |
| $$.$basicType = EbtUint64; |
| $$.$setVector(3); |
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2555

```javascript
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtFloat;
$.setMatrix(3, 4);
}
| MAT4X2 {  
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtFloat;
$.setMatrix(4, 2);
}
| MAT4X3 {  
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtFloat;
$.setMatrix(4, 3);
}
| MAT4X4 {  
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtFloat;
$.setMatrix(4, 4);
}
| DMAT2 {  
parseContext.doubleCheck($1.loc, "double matrix");
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtDouble;
$.setMatrix(2, 2);
}
| DMAT3 {  
parseContext.doubleCheck($1.loc, "double matrix");
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtDouble;
$.setMatrix(3, 3);
}
| DMAT4 {  
parseContext.doubleCheck($1.loc, "double matrix");
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtDouble;
$.setMatrix(4, 4);
}
| DMAT2X2 {  
parseContext.doubleCheck($1.loc, "double matrix");
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtDouble;
$.setMatrix(2, 2);
}
| DMAT2X3 {  
parseContext.doubleCheck($1.loc, "double matrix");
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtDouble;
$.setMatrix(2, 3);
```
<table>
<thead>
<tr>
<th>DMAT2X4</th>
</tr>
</thead>
<tbody>
<tr>
<td>parseContext.doubleCheck($1.loc, &quot;double matrix&quot;);</td>
</tr>
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<table>
<thead>
<tr>
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<tbody>
<tr>
<td>parseContext.doubleCheck($1.loc, &quot;double matrix&quot;);</td>
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<table>
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<tr>
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<tbody>
<tr>
<td>parseContext.doubleCheck($1.loc, &quot;double matrix&quot;);</td>
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<table>
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<tr>
<th>F16MAT2</th>
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<tbody>
<tr>
<td>parseContext.float16Check($1.loc, &quot;half float matrix&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtFloat16;</td>
</tr>
<tr>
<td>$$$.setMatrix(2, 2);</td>
</tr>
</tbody>
</table>
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(3, 3);
}

F16MAT4 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(4, 4);
}

F16MAT2X2 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(2, 2);
}

F16MAT2X3 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(2, 3);
}

F16MAT2X4 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(2, 4);
}

F16MAT3X2 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(3, 2);
}

F16MAT3X3 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(3, 3);
}

F16MAT3X4 {
parseContext.float16Check($1.loc, "half float matrix", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtFloat16;
$$$.setMatrix(3, 4);
}
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<td>parseContext.explicitFloat32Check($1.loc, &quot;float32_t matrix&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<tr>
<td>$$$.basicType = EbtFloat;</td>
</tr>
<tr>
<td>$$$.setMatrix(3, 3);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F32MAT4</th>
</tr>
</thead>
<tbody>
<tr>
<td>parseContext.explicitFloat32Check($1.loc, &quot;float32_t matrix&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtFloat;</td>
</tr>
<tr>
<td>$$$.setMatrix(4, 4);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F32MAT2X2</th>
</tr>
</thead>
<tbody>
<tr>
<td>parseContext.explicitFloat32Check($1.loc, &quot;float32_t matrix&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtFloat;</td>
</tr>
<tr>
<td>$$$.setMatrix(2, 2);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>F32MAT2X3</th>
</tr>
</thead>
<tbody>
<tr>
<td>parseContext.explicitFloat32Check($1.loc, &quot;float32_t matrix&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtFloat;</td>
</tr>
<tr>
<td>$$$.setMatrix(2, 3);</td>
</tr>
</tbody>
</table>
F32MAT2X4 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(2, 4);
}

F32MAT3X2 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(3, 2);
}

F32MAT3X3 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(3, 3);
}

F32MAT3X4 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(3, 4);
}

F32MAT4X2 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(4, 2);
}

F32MAT4X3 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(4, 3);
}

F32MAT4X4 {
parseContext.explicitFloat32Check($1.loc, "float32_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtFloat;
$$setMatrix(4, 4);
}

F64MAT2 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$basicType = EbtDouble;
$$setMatrix(2, 2);
}
F64MAT3 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(3, 3);
}

F64MAT4 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(4, 4);
}

F64MAT2X2 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(2, 2);
}

F64MAT2X3 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(2, 3);
}

F64MAT2X4 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(2, 4);
}

F64MAT3X2 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(3, 2);
}

F64MAT3X3 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(3, 3);
}

F64MAT3X4 {
parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$.basicType = EbtDouble;
$$.setMatrix(3, 4);
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  2561

```c
} F64MAT4X2 {
  parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtDouble;
  $$$.setMatrix(4, 2);
}

} F64MAT4X3 {
  parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtDouble;
  $$$.setMatrix(4, 3);
}

} F64MAT4X4 {
  parseContext.explicitFloat64Check($1.loc, "float64_t matrix", parseContext.symbolTable.atBuiltInLevel());
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtDouble;
  $$$.setMatrix(4, 4);
}

} ATOMIC_UINT {
  parseContext.vulkanRemoved($1.loc, "atomic counter types");
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtAtomicUint;
}

} SAMPLER1D {
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtSampler;
  $$$.sampler.set(EbtFloat, Esd1D);
}

} SAMPLER2D {
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtSampler;
  $$$.sampler.set(EbtFloat, Esd2D);
}

} SAMPLER3D {
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtSampler;
  $$$.sampler.set(EbtFloat, Esd3D);
}

} SAMPLERCUBE {
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtSampler;
  $$$.sampler.set(EbtFloat, EsdCube);
}

} SAMPLER1DSHADOW {
  $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$$.basicType = EbtSampler;
  $$$.sampler.set(EbtFloat, Esd1D, false, true);
```

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  2562

```c
} | SAMPLER2DSHADOW {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd2D, false, true});
}

} | SAMPLERCUBESHADOW {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, EsdCube, false, true});
}

} | SAMPLER1DARRAY {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd1D, true});
}

} | SAMPLER2DARRAY {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd2D, true});
}

} | SAMPLER1DARRAYSHADOW {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd1D, true, true});
}

} | SAMPLER2DARRAYSHADOW {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd2D, true, true});
}

} | SAMPLERCUBEARRAY {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, EsdCube, true});
}

} | SAMPLERCUBEARRAYSHADOW {
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, EsdCube, true, true});
}

} | F16SAMPLER1D {
  #ifdef AMD_EXTENSIONS
  $$\text{init}(\text{loc}, \text{parseContext.symbolTable.atBuiltInLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat16, Esd1D});
  #endif
```

---

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  2562
<table>
<thead>
<tr>
<th>F16SAMPLER2D</th>
</tr>
</thead>
<tbody>
<tr>
<td>#ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.set(EbtFloat16, Esd2D);</td>
</tr>
<tr>
<td>#endif</td>
</tr>
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<tr>
<td>#ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<td>$$$.sampler.set(EbtFloat16, Esd3D);</td>
</tr>
<tr>
<td>#endif</td>
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<td>#ifdef AMD_EXTENSIONS</td>
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<tr>
<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.set(EbtFloat16, EsdCube);</td>
</tr>
<tr>
<td>#endif</td>
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<td>#ifdef AMD_EXTENSIONS</td>
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<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.set(EbtFloat16, Esd1D, false, true);</td>
</tr>
<tr>
<td>#endif</td>
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<th>F16SAMPLER2DSHADOW</th>
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<tbody>
<tr>
<td>#ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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<td>$$$.basicType = EbtSampler;</td>
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<td>$$$.sampler.set(EbtFloat16, Esd2D, false, true);</td>
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<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float sampler&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<tr>
<td>$$$.sampler.set(EbtFloat16, EsdCube, false, true);</td>
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<tr>
<td>#endif</td>
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</tbody>
</table>
#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, Esd1D, true);
#endif

$F16SAMPLER2DARRAY$

#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, Esd2D, true);
#endif

$F16SAMPLER1DARRAYSHADOW$

#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, Esd1D, true, true);
#endif

$F16SAMPLER2DARRAYSHADOW$

#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, Esd2D, true, true);
#endif

$F16SAMPLERCUBEARRAY$

#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, EsdCube, true);
#endif

$F16SAMPLERCUBEARRAYSHADOW$

#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$$$.basicType = EbtSampler;
$$$.sampler.set(EbtFloat16, EsdCube, true, true);
#endif
ISAMPLER1D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, Esd1D);
}

ISAMPLER2D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, Esd2D);
}

ISAMPLER3D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, Esd3D);
}

ISAMPLERCUBE {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, EsdCube);
}

ISAMPLER1DARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, Esd1D, true);
}

ISAMPLER2DARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, Esd2D, true);
}

ISAMPLERCUBEARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtInt, EsdCube, true);
}

USAMPLER1D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, Esd1D);
}

USAMPLER2D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, Esd2D);
}

USAMPLER3D {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
}
```c
$.basicType = EbtSampler;
$.sampler.set(EbtUint, Esd3D);

| USAMPLERCUBE {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, EsdCube);
}

| USAMPLER1DARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, Esd1D, true);
}

| USAMPLER2DARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, Esd2D, true);
}

| USAMPLERCUBEARRAY {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtUint, EsdCube, true);
}

| SAMPLER2DRECT {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtFloat, EsdRect);
}

| SAMPLER2DRECTSHADOW {
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtFloat, EsdRect, false, true);
}

| F16SAMPLER2DRECT {
#ifdef AMD_EXTENSIONS
  parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtFloat16, EsdRect);
#endif
}

| F16SAMPLER2DRECTSHADOW {
#ifdef AMD_EXTENSIONS
  parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
  $.init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $.basicType = EbtSampler;
  $.sampler.set(EbtFloat16, EsdRect, false, true);
#endif
```
ISAMPLER2DRECT {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtInt, EsdRect});
}

USAMPLER2DRECT {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtUint, EsdRect});
}

SAMPLERBUFFER {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, EsdBuffer});
}

F16SAMPLERBUFFER {
  #ifdef AMD_EXTENSIONS
  parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat16, EsdBuffer});
  #endif
}

ISAMPLERBUFFER {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtInt, EsdBuffer});
}

USAMPLERBUFFER {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtUint, EsdBuffer});
}

SAMPLER2DMS {
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat, Esd2D, false, false, true});
}

F16SAMPLER2DMS {
  #ifdef AMD_EXTENSIONS
  parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
  $$\text{init}(\text{symbolTable.atGlobalLevel}());
  $$\text{basicType} = \text{EbtSampler};
  $$\text{sampler.set}(\text{EbtFloat16, Esd2D, false, false, true});
  #endif
}

ISAMPLER2DMS {
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2568

```c
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtInt, Esd2D, false, false, true);
}
| USAMPLER2DMS {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtUint, Esd2D, false, false, true);
}
| SAMPLER2DMSARRAY {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtFloat, Esd2D, true, false, true);
}
| F16SAMPLER2DMSARRAY {
#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float sampler", parseContext.symbolTable.atBuiltInLevel());
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtFloat16, Esd2D, true, false, true);
#endif
}
| ISAMPLER2DMSARRAY {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtInt, Esd2D, true, false, true);
}
| USAMPLER2DMSARRAY {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.set(EbtUint, Esd2D, true, false, true);
}
| SAMPLER {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setPureSampler(false);
}
| SAMPLERSHADOW {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setPureSampler(true);
}
| TEXTURE1D {
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setTexture(EbtFloat, Esd1D);
}
| F16TEXTURE1D {
```
#ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float texture", parseContext.symbolTable.atBuiltInLevel());
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setTexture(EbtFloat16, Esd1D);
#endif

<table>
<thead>
<tr>
<th>TEXTURE2D</th>
</tr>
</thead>
<tbody>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setTexture(EbtFloat, Esd2D);</td>
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</tbody>
</table>

<table>
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<tr>
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<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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#ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float texture", parseContext.symbolTable.atBuiltInLevel());
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setTexture(EbtFloat16, Esd3D);
#endif

<table>
<thead>
<tr>
<th>TEXTURE3D</th>
</tr>
</thead>
<tbody>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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<tr>
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<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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</table>

#ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float texture", parseContext.symbolTable.atBuiltInLevel());
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setTexture(EbtFloat16, EsdCube);
#endif

<table>
<thead>
<tr>
<th>TEXTURECUBE</th>
</tr>
</thead>
<tbody>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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<td>$$$.basicType = EbtSampler;</td>
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    parseContext.float16OpaqueCheck($1.loc, "half float texture", parseContext.symbolTable.atBuiltInLevel());
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setTexture(EbtFloat16, Esd1D);
#endif

<table>
<thead>
<tr>
<th>TEXTURE1DARRAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>$$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
</tbody>
</table>
$$\text{s基本Type} = \text{EbtSampler};
$$\text{sampler.setTexture(EbtFloat, Esd1D, true);}
}

<table>
<thead>
<tr>
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<tbody>
<tr>
<td> \text{F16TEXTURE1DARRAY}</td>
</tr>
<tr>
<td> #ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td> \text{parseContext.float16OpaqueCheck($1.loc, &quot;half float texture&quot;, parseContext.symbolTable.atBuiltInLevel());}</td>
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<td> $$\text{s.init($1.loc, parseContext.symbolTable.atGlobalLevel());}</td>
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</table>
| &nbsp;$$\text{s基本Type} = \text{EbtSampler};
| &nbsp;$$\text{sampler.setTexture(EbtFloat16, Esd1D, true);} |
| &nbsp;#endif |
| | TEXTURE2DARRAY |
| &nbsp;$$\text{s.init($1.loc, parseContext.symbolTable.atGlobalLevel());} |
| &nbsp;$$\text{s基本Type} = \text{EbtSampler};
| &nbsp;$$\text{sampler.setTexture(EbtFloat, Esd2D, true);} |
| | F16TEXTURE2DARRAY |
| &nbsp;#ifdef AMD_EXTENSIONS |
| &nbsp;\text{parseContext.float16OpaqueCheck($1.loc, "half float texture", parseContext.symbolTable.atBuiltInLevel());} |
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| &nbsp;$$\text{sampler.setTexture(EbtFloat16, EsdCube, true);} |
| &nbsp;#endif |
| | TEXTURE1D |
| &nbsp;$$\text{s.init($1.loc, parseContext.symbolTable.atGlobalLevel());} |
| &nbsp;$$\text{s基本Type} = \text{EbtSampler};
| &nbsp;$$\text{sampler.setTexture(EbtInt, Esd1D);} |
| | TEXTURE2D |
| &nbsp;$$\text{s.init($1.loc, parseContext.symbolTable.atGlobalLevel());} |
| &nbsp;$$\text{s基本Type} = \text{EbtSampler};
| &nbsp;$$\text{sampler.setTexture(EbtInt, Esd2D);} |
| | TEXTURE3D |
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$.basicType = EbtSampler;
$.sampler.setTexture(EbtInt, Esd3D);
}

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<td>$.sampler.setTexture(EbtUint, Esd2D);</td>
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</table>
```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setTexture(EbtInt, EsdBuffer);
}

<table>
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<tr>
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<td>$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
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<td>$.basicType = EbtSampler;</td>
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<tr>
<td>$.sampler.setTexture(EbtUint, EsdBuffer);</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>TEXTURE2DMS</td>
</tr>
<tr>
<td>--------------</td>
</tr>
<tr>
<td>$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$.sampler.setTexture(EbtFloat, Esd2D, false, false, true);</td>
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<tr>
<td>F16TEXTURE2DMS</td>
</tr>
<tr>
<td>----------------</td>
</tr>
<tr>
<td>#ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>parseContext.float16OpaqueCheck($1.loc, &quot;half float texture&quot;, parseContext.symbolTable.atBuiltInLevel());</td>
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<tr>
<td>TEXTURE2DMSARRAY</td>
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<td>$.sampler.setTexture(EbtFloat16, Esd2D, true, false, true);</td>
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<td>ITEXTURE2DMSARRAY</td>
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</tr>
<tr>
<td>$.init($1.loc, parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$.basicType = EbtSampler;</td>
</tr>
</tbody>
</table>
```

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2573
```cpp
$$.sampler.setTexture(EbtInt, Esd2D, true, false, true);
}
| UTEXTURE2DMSARRAY {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setTexture(EbtUint, Esd2D, true, false, true);
}
| IMAGE1D {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setImage(EbtFloat, Esd1D);
}
| F16IMAGE1D {
  #ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
    $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$basicType = EbtSampler;
    $$sampler.setImage(EbtFloat16, Esd1D);
  #endif
}
| IIMAGE1D {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setImage(EbtInt, Esd1D);
}
| UIMAGE1D {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setImage(EbtUint, Esd1D);
}
| IMAGE2D {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setImage(EbtFloat, Esd2D);
}
| F16IMAGE2D {
  #ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
    $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$basicType = EbtSampler;
    $$sampler.setImage(EbtFloat16, Esd2D);
  #endif
}
| IIMAGE2D {
  $$init($1.loc, parseContext.symbolTable.atGlobalLevel());
  $$basicType = EbtSampler;
  $$sampler.setImage(EbtInt, Esd2D);
}
```
### IMAGE2D

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtUint, Esd2D);
```

### IMAGE3D

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtFloat, Esd3D);
```

### F16IMAGE3D

```cpp
#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtFloat16, Esd3D);
#endif
```

### IIMAGE3D

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtInt, Esd3D);
```

### UIMAGE3D

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtUint, Esd3D);
```

### IMAGE2DRECT

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtFloat, EsdRect);
```

### F16IMAGE2DRECT

```cpp
#ifdef AMD_EXTENSIONS
parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtFloat16, EsdRect);
#endif
```

### IIMAGE2DRECT

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
$.basicType = EbtSampler;
$.sampler.setImage(EbtInt, EsdRect);
```

### UIMAGE2DRECT

```cpp
$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
```

---

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2575
$$.basicType = EbtSampler;
$$.sampler.setImage(EbtUint, EsdRect);
}

<table>
<thead>
<tr>
<th>IMAGECUBE</th>
</tr>
</thead>
</table>
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtFloat, EsdCube);
|
| F16IMAGECUBE |
| #ifdef AMD_EXTENSIONS
| parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtFloat16, EsdCube);
| #endif
|
| IIMAGECUBE |
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtInt, EsdCube);
|
| UIMAGECUBE |
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtUint, EsdCube);
|
| IMAGEBUFFER |
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtFloat, EsdBuffer);
|
| F16IMAGEBUFFER |
| #ifdef AMD_EXTENSIONS
| parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtFloat16, EsdBuffer);
| #endif
|
| IIMAGEBUFFER |
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtInt, EsdBuffer);
|
| UIMAGEBUFFER |
| $$.$init($1.loc, parseContext.symbolTable.atGlobalLevel());
| $$.$basicType = EbtSampler;
| $$.$sampler.setImage(EbtUint, EsdBuffer);
IMAGE1DARRAY {
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setImage(EbtFloat, Esd1D, true);
}

F16IMAGE1DARRAY {
#ifdef AMD_EXTENSIONS
    parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
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IMAGE1DARRAY {
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setImage(EbtInt, Esd1D, true);
}

UIMAGE1DARRAY {
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
    $$$.basicType = EbtSampler;
    $$$.sampler.setImage(EbtUint, Esd1D, true);
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IMAGE2DARRAY {
    $$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
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    $$$.sampler.setImage(EbtFloat, Esd2D, true);
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$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtFloat}, \text{EsdCube}, \text{true}>)$$

} 

| F16IMAGECUBEARRAY |

ifdef AMD_EXTENSIONS

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$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtFloat16}, \text{EsdCube}, \text{true}>)$$

#endif

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$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtInt}, \text{EsdCube}, \text{true}>)$$

| IMAGECUBEARRAY |

$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtUint}, \text{EsdCube}, \text{true}>)$$

| IMAGE2DMS |

$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtFloat}, \text{Esd2D}, \text{false}, \text{false}, \text{true}>)$$

| F16IMAGE2DMS |

ifdef AMD_EXTENSIONS

parseContext.float16OpaqueCheck($1.loc, "half float image", parseContext.symbolTable.atBuiltInLevel());
$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtFloat16}, \text{Esd2D}, \text{false}, \text{false}, \text{true}>)$$

#endif

| IMAGE2DMS |

$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler setImage}(<\text{EbtInt}, \text{Esd2D, false, false, true}>)$$

| IMAGE2DMS |

$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
$$\text{$.sampler.setImage}(<\text{EbtUint}, \text{Esd2D, false, false, true}>)$$

| IMAGE2DMSARRAY |

$$\text{$.init}(\text{$.loc}, \text{parseContext.symbolTable.atGlobalLevel}());$$
$$\text{$.basicType} = \text{EbtSampler};$$
```c
$$$.sampler.setImage(EbtFloat, Esd2D, true, false, true);
}

<table>
<thead>
<tr>
<th>F16IMAGE2DMSARRAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>\parseContext.float16OpaqueCheck($1.loc, &quot;half float image&quot;, \parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setImage(EbtFloat16, Esd2D, true, false, true);</td>
</tr>
<tr>
<td>#endif</td>
</tr>
<tr>
<td>IIMAGE2DMSARRAY</td>
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<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
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<tr>
<td>$$$.sampler.setImage(EbtInt, Esd2D, true, false, true);</td>
</tr>
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<td>UIMAGE2DMSARRAY</td>
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</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setImage(EbtUint, Esd2D, true, false, true);</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>// GL_OES_EGL_image_external</td>
</tr>
<tr>
<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.set(EbtFloat, Esd2D);</td>
</tr>
<tr>
<td>$$$.sampler.external = true;</td>
</tr>
<tr>
<td>SUBPASSINPUT</td>
</tr>
<tr>
<td>\parseContext.requireStage($1.loc, EShLangFragment, &quot;subpass input&quot;);</td>
</tr>
<tr>
<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setSubpass(EbtFloat);</td>
</tr>
<tr>
<td>SUBPASSINPUTMS</td>
</tr>
<tr>
<td>\parseContext.requireStage($1.loc, EShLangFragment, &quot;subpass input&quot;);</td>
</tr>
<tr>
<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setSubpass(EbtFloat, true);</td>
</tr>
<tr>
<td>F16SUBPASSINPUT</td>
</tr>
<tr>
<td>ifdef AMD_EXTENSIONS</td>
</tr>
<tr>
<td>\parseContext.float16OpaqueCheck($1.loc, &quot;half float subpass input&quot;, \parseContext.symbolTable.atBuiltInLevel());</td>
</tr>
<tr>
<td>\parseContext.requireStage($1.loc, EShLangFragment, &quot;subpass input&quot;);</td>
</tr>
<tr>
<td>$$$.init($1.loc, \parseContext.symbolTable.atGlobalLevel());</td>
</tr>
<tr>
<td>$$$.basicType = EbtSampler;</td>
</tr>
<tr>
<td>$$$.sampler.setSubpass(EbtFloat16);</td>
</tr>
<tr>
<td>#endif</td>
</tr>
</tbody>
</table>
```
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2580
$$.userDef = &structure;

} else

parseContext.error($1.loc, "expected type name", $1.string->c_str(), "");

;

precision_qualifier

: HIGH_PRECISION {

parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "highp precision qualifier");
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
parseContext.handlePrecisionQualifier($1.loc, $$.qualifier, EpqHigh);
}

| MEDIUM_PRECISION {

parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "mediump precision qualifier");
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
parseContext.handlePrecisionQualifier($1.loc, $$.qualifier, EpqMedium);
}

| LOW_PRECISION {

parseContext.profileRequires($1.loc, ENoProfile, 130, 0, "lowp precision qualifier");
$$.init($1.loc, parseContext.symbolTable.atGlobalLevel());
parseContext.handlePrecisionQualifier($1.loc, $$.qualifier, EpqLow);
}

;

struct_specifier

: STRUCT IDENTIFIER LEFT_BRACE { parseContext.nestedStructCheck($1.loc); } struct_declaration_list RIGHT_BRACE {

TType* structure = new TType($5, *$2.string);
parseContext.structArrayCheck($2.loc, *structure);
TVariable* userTypeDef = new TVariable($2.string, *structure, true);
if (! parseContext.symbolTable.insert(*userTypeDef))

parseContext.error($2.loc, "redefinition", $2.string->c_str(), "struct");
$$.init($1.loc);
$$.basicType = EbtStruct;
$$.userDef = structure;
--parseContext.structNestingLevel;
}

| STRUCT LEFT_BRACE { parseContext.nestedStructCheck($1.loc); } struct_declaration_list RIGHT_BRACE {

TType* structure = new TType($4, TString(""));
$$.init($1.loc);
$$.basicType = EbtStruct;
$$.userDef = structure;
--parseContext.structNestingLevel;
}

;

struct_declaration_list

: struct_declaration {
$S = S1;
}
| struct_declaration_list struct_declaration {
    $S = S1;
    for (unsigned int i = 0; i < $2->size(); ++i) {
        for (unsigned int j = 0; j < $S->size(); ++j) {
            if ((*$S)[j].type->getFieldName() == (*$2)[i].type->getFieldName())
                parseContext.error((*$2)[i].loc, "duplicate member name: ", ".", (*$2)[i].type->getFieldName().c_str());
        }
        $S->push_back(*$2[i]);
    }
}
;

struct_declaration
: type_specifier struct_declarator_list SEMICOLON {
    if ($1.arraySizes) {
        parseContext.profileRequires($1.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
        parseContext.profileRequires($1.loc, EEsProfile, 300, 0, "arrayed type");
        if (parseContext.profile == EEsProfile)
            parseContext.arraySizeRequiredCheck($1.loc, *$1.arraySizes);
    }

    $S = S2;

    parseContext.voidErrorCheck($1.loc, (*$2)[0].type->getFieldName(), $1.basicType);
    parseContext.precisionQualifierCheck($1.loc, $1.basicType, $1.qualifier);

    for (unsigned int i = 0; i < $S->size(); ++i) {
        parseContext.arrayDimCheck($1.loc, (*$S)[i].type, $1.arraySizes);
        (*$S)[i].type->mergeType($1);
    }
}

| type_qualifier type_specifier struct_declarator_list SEMICOLON {
    parseContext.globalQualifierFixCheck($1.loc, $1.qualifier);
    if ($2.arraySizes) {
        parseContext.profileRequires($2.loc, ENoProfile, 120, E_GL_3DL_array_objects, "arrayed type");
        parseContext.profileRequires($2.loc, EEsProfile, 300, 0, "arrayed type");
        if (parseContext.profile == EEsProfile)
            parseContext.arraySizeRequiredCheck($2.loc, *$2.arraySizes);
    }

    $S = S3;

    parseContext.checkNoShaderLayouts($1.loc, $1.shaderQualifiers);
    parseContext.voidErrorCheck($2.loc, (*$3)[0].type->getFieldName(), $2.basicType);
    parseContext.mergeQualifiers($2.loc, $2.qualifier, $1.qualifier, true);
    parseContext.precisionQualifierCheck($2.loc, $2.basicType, $2.qualifier);
for (unsigned int i = 0; i < $$->size(); ++i) {
    parseContext.arrayDimCheck($1.loc, (*$$)[i].type, $2.arraySizes);
    (*$$)[i].type->mergeType($2);
}
;
;

struct_declarator_list
  : struct_declarator {
$5 = new TTypeList;
$5->push_back($1);
}
| struct_declarator_list COMMA struct_declarator {
$5->push_back($3);
}
;
;

struct_declarator
  : IDENTIFIER {
$$.type = new TType(EbtVoid);
$$.loc = $1.loc;
$$.type->setFieldName(*$1.string);
}
| IDENTIFIER array_specifier {
    parseContext.arrayDimCheck($1.loc, $2.arraySizes, 0);

    $$.type = new TType(EbtVoid);
    $$.loc = $1.loc;
    $$.type->setFieldName(*$1.string);
    $$.type->newArraySizes(*$2.arraySizes);
}
;
;
initializer
  : assignment_expression {
$ = $1;
}
| LEFT_BRACE initializer_list RIGHT_BRACE {
    const char* initFeature = "{ } style initializers";
    parseContext.requireProfile($1.loc, ~EeSProfile, initFeature);
    parseContext.profileRequires($1.loc, ~EeSProfile, 420, E_GL_ARB_shading_language_420pack, initFeature);
    $ = $2;
}
| LEFT_BRACE initializer_list COMMA RIGHT_BRACE {
    const char* initFeature = "{ } style initializers";
    parseContext.requireProfile($1.loc, ~EeSProfile, initFeature);
    parseContext.profileRequires($1.loc, ~EeSProfile, 420, E_GL_ARB_shading_language_420pack, initFeature);
$S = S2;

initializer_list
  : initializer {
      $S = parseContext.intermediate.growAggregate(0, $1, $1->getLoc());
  }
  | initializer_list COMMA initializer {
      $S = parseContext.intermediate.growAggregate($1, $3);
  }

declaration_statement
  : declaration { $S = $1; }

statement
  : compound_statement { $S = $1; }
  | simple_statement { $S = $1; }

// Grammar Note: labeled statements for switch statements only; 'goto' is not supported.

simple_statement
  : declaration_statement { $S = $1; }
  | expression_statement { $S = $1; }
  | selection_statement { $S = $1; }
  | switch_statement { $S = $1; }
  | case_label { $S = $1; }
  | iteration_statement { $S = $1; }
  | jump_statement { $S = $1; }

compound_statement
  : LEFT_BRACE RIGHT_BRACE { $S = 0; }
  | LEFT_BRACE {
      parseContext.symbolTable.push();
      ++parseContext.statementNestingLevel;
  }
  
statement_list {
      parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
      --parseContext.statementNestingLevel;
  }
  | RIGHT_BRACE {
      if ($3 && $3->getAsAggregate())
        $3->getAsAggregate()->setOperator(EOpSequence);
      $S = $3;
statement_no_new_scope
  : compound_statement_no_new_scope { $$ = $1; } |
    simple_statement { $$ = $1; }
  ;

statement_scoped
  :
    ++parseContext.controlFlowNestingLevel;
  |
    compound_statement { 
      $2 = $2;
    }
  |
    { 
      parseContext.symbolTable.push();
      ++parseContext.statementNestingLevel;
      ++parseContext.controlFlowNestingLevel;
    }
  |
    simple_statement { 
      parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
      --parseContext.statementNestingLevel;
      --parseContext.controlFlowNestingLevel;
      $$ = $2;
    }
  }

compound_statement_no_new_scope
  // Statement that doesn't create a new scope, for selection_statement, iteration_statement
  : LEFT_BRACE RIGHT_BRACE { 
    $$ = 0;
  } |
    LEFT_BRACE statement_list RIGHT_BRACE { 
      if ($2 && $2->getAsAggregate())
        $2->getAsAggregate()->setOperator(EOpSequence);
      $$ = $2;
    }
  |
    ;

statement_list
  : statement { 
    $$ = parseContext.intermediate.makeAggregate($1);
    if ($1 && $1->getAsBranchNode() && ($1->getAsBranchNode()->getFlowOp() == EOpCase ||
      $1->getAsBranchNode()->getFlowOp() == EOpDefault)) { 
      parseContext.wrapupSwitchSubsequence(0, $1);
      $$ = 0; // start a fresh subsequence for what's after this case
    }
if ($2 && $2->getAsBranchNode() && ($2->getAsBranchNode()->getFlowOp() == EOpCase || $2->getAsBranchNode()->getFlowOp() == EOpDefault)) {
    parseContext.wrapupSwitchSubsequence($1 ? $1->getAsAggregate() : 0, $2);
    $$ = 0;  // start a fresh subsequence for what's after this case
} else
    $$ = parseContext.intermediate.growAggregate($1, $2);
}

expression_statement
  : SEMICOLON { $$ = 0; }
  | expression SEMICOLON { $$ = static_cast<TIntermNode*>($1); }
  ;

selection_statement
  : selection_statement_nonattributed { $$ = $1; }
  | attribute selection_statement_nonattributed {
      parseContext.handleSelectionAttributes(*$1, $2);
      $$ = $2;
  }

selection_statement_nonattributed
  : IF LEFT_PAREN expression RIGHT_PAREN selection_rest_statement {
      parseContext.boolCheck($1.loc, $3);
      $$ = parseContext.intermediate.addSelection($3, $5, $1.loc);
  }
  ;

selection_rest_statement
  : statement_scoped ELSE statement_scoped {
      $$.node1 = $1;
      $$.node2 = $3;
  }
  | statement_scoped {
      $$.node1 = $1;
      $$.node2 = 0;
  }
  ;

condition
  // In 1996 c++ draft, conditions can include single declarations
  : expression {
      $$ = $1;
      parseContext.boolCheck($1->getLoc(), $1);
full_specified_type IDENTIFIER EQUAL initializer {
    parseContext.boolCheck($2.loc, $1);

    TType type($1);
    TIntermNode* initNode = parseContext.declareVariable($2.loc, *$2.string, $1, 0, $4);
    if (initNode)
        $$ = initNode->getAsTyped();
    else
        $$ = 0;
}

switch_statement
: switch_statement_nonattributed {
    $$ = $1;
}

attribute switch_statement_nonattributed {
    parseContext.handleSwitchAttributes(*$1, $2);
    $$ = $2;
}

switch_statement_nonattributed
: SWITCH LEFT_PAREN expression RIGHT_PAREN {
    // start new switch sequence on the switch stack
    ++parseContext.controlFlowNestingLevel;
    ++parseContext.statementNestingLevel;
    parseContext.switchSequenceStack.push_back(new TIntermSequence);
    parseContext.switchLevel.push_back(parseContext.statementNestingLevel);
    parseContext.symbolTable.push();
}
LEFT_BRACE switch_statement_list RIGHT_BRACE {
    $$ = parseContext.addSwitch($1.loc, $3, $7 ? $7->getAsAggregate() : 0);
    delete parseContext.switchSequenceStack.back();
    parseContext.switchSequenceStack.pop_back();
    parseContext.switchLevel.pop_back();
    parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
    --parseContext.statementNestingLevel;
    --parseContext.controlFlowNestingLevel;
}

switch_statement_list
: /* nothing */ {
    $$ = 0;
}

| statement_list {
    $$ = $1;
}
case_label
  : CASE expression COLON {  
    $$ = 0;
    if (parseContext.switchLevel.size() == 0)
      parseContext.error($1.loc, "cannot appear outside switch statement", "case", ";");
    else if (parseContext.switchLevel.back() != parseContext.statementNestingLevel)
      parseContext.error($1.loc, "cannot be nested inside control flow", "case", ");
    else {
      parseContext.constantValueCheck($2, "case");
      parseContext.integerCheck($2, "case");
      $$ = parseContext.intermediate.addBranch(EOpCase, $2, $1.loc);
    }
  }
  | DEFAULT COLON {  
    $$ = 0;
    if (parseContext.switchLevel.size() == 0)
      parseContext.error($1.loc, "cannot appear outside switch statement", "default", ");
    else if (parseContext.switchLevel.back() != parseContext.statementNestingLevel)
      parseContext.error($1.loc, "cannot be nested inside control flow", "default", ");
    else
      $$ = parseContext.intermediate.addBranch(EOpDefault, $1.loc);
  }
  ;

iteration_statement
  : iteration_statement_nonattributed {  
    $$ = $1;
  }
  | attribute iteration_statement_nonattributed {  
    parseContext.handleLoopAttributes(*$1, $2);
    $$ = $2;
  }

iteration_statement_nonattributed
  : WHILE LEFT_PAREN {  
    if (! parseContext.limits.whileLoops)
      parseContext.error($1.loc, "while loops not available", "limitation", ");
    parseContext.symbolTable.push();
    ++parseContext.loopNestingLevel;
    ++parseContext.statementNestingLevel;
    ++parseContext.controlFlowNestingLevel;
  }
  condition RIGHT_PAREN statement_no_new_scope {  
    parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
    $$ = parseContext.intermediate.addLoop($6, $4, 0, true, $1.loc);
  }
--parseContext.loopNestingLevel;
--parseContext.statementNestingLevel;
--parseContext.controlFlowNestingLevel;

} | DO {
    ++parseContext.loopNestingLevel;
    ++parseContext.statementNestingLevel;
    ++parseContext.controlFlowNestingLevel;
}

statement WHILE LEFT_PAREN expression RIGHT_PAREN SEMICOLON {
    if (! parseContext.limits.whileLoops)
        parseContext.error($1.loc, "do-while loops not available", "limitation", "");

    parseContext.boolCheck($8.loc, $6);
    $$ = parseContext.intermediate.addLoop($3, $6, 0, false, $4.loc);
    --parseContext.loopNestingLevel;
    --parseContext.statementNestingLevel;
    --parseContext.controlFlowNestingLevel;
}

| FOR LEFT_PAREN {
    parseContext.symbolTable.push();
    ++parseContext.loopNestingLevel;
    ++parseContext.statementNestingLevel;
    ++parseContext.controlFlowNestingLevel;
    }

    for_init_statement for_rest_statement RIGHT_PAREN statement_no_new_scope {
        parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
        $$ = parseContext.intermediate.makeAggregate($4, $2.loc);  
        TIntermLoop* forLoop = parseContext.intermediate.addLoop($7, reinterpret_cast<TIntermTyped*>($5.node1),
                                                                 reinterpret_cast<TIntermTyped*>($5.node2), true, $1.loc);
        if (! parseContext.limits.nonInductiveForLoops)
            parseContext.inductiveLoopCheck($1.loc, $4, forLoop);
        $$ = parseContext.intermediate.growAggregate($$, forLoop, $1.loc);
        $$->getAsAggregate()->setOperator(EOpSequence);
        --parseContext.loopNestingLevel;
        --parseContext.statementNestingLevel;
        --parseContext.controlFlowNestingLevel;
    }

;

for_init_statement
    : expression_statement {
        $$ = $1;
    }

| declaration_statement {
    $$ = $1;
}
conditionopt : condition {  
    $$ = $1;
}
| /* May be null */ {  
    $$ = 0;
}
;

for_rest_statement : conditionopt SEMICOLON {  
    $$ node1 = $1;
    $$ node2 = 0;
}
| conditionopt SEMICOLON expression {  
    $$ node1 = $1;
    $$ node2 = $3;
}
;

jump_statement : CONTINUE SEMICOLON {  
    if (parseContext.loopNestingLevel <= 0)  
        parseContext.error(1.loc, "continue statement only allowed in loops", ",", ");
    $$ = parseContext.intermediate.addBranch(EOpContinue, $1.loc);
}
| BREAK SEMICOLON {  
    if (parseContext.loopNestingLevel + parseContext.switchSequenceStack.size() <= 0)  
        parseContext.error(1.loc, "break statement only allowed in switch and loops", ",", ");
    $$ = parseContext.intermediate.addBranch(EOpBreak, $1.loc);
}
| RETURN SEMICOLON {  
    $$ = parseContext.intermediate.addBranch(EOpReturn, $1.loc);
    if (parseContext.currentFunctionType->getBasicType() != EbtVoid)  
        parseContext.error(1.loc, "non-void function must return a value", ",", ");
    if (parseContext.inMain)  
        parseContext.postEntryPointReturn = true;
}
| RETURN expression SEMICOLON {  
    $$ = parseContext.handleReturnValue($1.loc, $2);
}
| DISCARD SEMICOLON {  
    parseContext.requireStage($1.loc, EShLangFragment, "discard");
    $$ = parseContext.intermediate.addBranch(EOpKill, $1.loc);
}
// Grammar Note: No `goto`. Gotos are not supported.

translation_unit
  : external_declaration {
    $$ = $1;
    parseContext.intermediate.setTreeRoot($$);
  }
  | translation_unit external_declaration {
    if ($2 != nullptr) {
      $$ = parseContext.intermediate.growAggregate($1, $2);
      parseContext.intermediate.setTreeRoot($$);
    }
  }

external_declaration
  : function_definition {
    $$ = $1;
  }
  | declaration {
    $$ = $1;
  }
  | SEMICOLON {
    parseContext.requireProfile($1.loc, ~EEsProfile, "extraneous semicolon");
    parseContext.profileRequires($1.loc, ~EEsProfile, 460, nullptr, "extraneous semicolon");
    $$ = nullptr;
  }

function_definition
  : function_prototype {
    $1.function = parseContext.handleFunctionDeclarator($1.loc, *$1.function, false /* not prototype */);
    $1.intermNode = parseContext.handleFunctionDefinition($1.loc, *$1.function);
  }

compound_statement_no_new_scope {
  // May be best done as post process phase on intermediate code
  if (parseContext.currentFunctionType->getBasicType() != EbtVoid && ! parseContext.functionReturnsValue)
    parseContext.error($1.loc, "function does not return a value:", ", ", $1.function->getName().c_str());
  parseContext.symbolTable.pop(&parseContext.defaultPrecision[0]);
  $$ = parseContext.intermediate.growAggregate($1.intermNode, $3);
  parseContext.intermediate.setAggregateOperator($$, EOpFunction, $1.function->getType(), $1.loc);
  $$->getAsAggregate()->setName($1.function->getMangledName().c_str());
  $$->getAsAggregate()->setOptimize(parseContext.contextPragma.optimize);
  $$->getAsAggregate()->setDebug(parseContext.contextPragma.debug);

  // store the pragma information for debug and optimize and other vendor specific
  // information. This information can be queried from the parse tree
  $$->getAsAggregate()->setOptimize(parseContext.contextPragma.optimize);
  $$->getAsAggregate()->setDebug(parseContext.contextPragma.debug);
attribute
  : LEFT_BRACKET LEFT_BRACKET attribute_list RIGHT_BRACKET RIGHT_BRACKET {
    $$ = $3;
    parseContext.requireExtensions($1.loc, 1, &E_GL_EXT_control_flow_attributes, "attribute");
  }

attribute_list
  : single_attribute {
    $$ = $1;
  }
  | attribute_list COMMA single_attribute {
    $$ = parseContext.mergeAttributes($1, $3);
  }

single_attribute
  : IDENTIFIER {
    $$ = parseContext.makeAttributes(*$1.string);
  }
  | IDENTIFIER LEFT_PAREN constant_expression RIGHT_PAREN {
    $$ = parseContext.makeAttributes(*$1.string, $3);
  }

*/
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1.261 olivere-elastic 6.2.35+incompatible

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Version 2.1, February 1999

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1.276 google-api-go-client 0.13.0
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package api
import (  
  "bytes"  
  "io/ioutil"  
  "os"  
  "path/filepath"  
  "regexp"  
  "testing"  
)

// Files in this package use a BSD-style license.
var sentinel = regexp.MustCompile(`(//|#) Copyright \d\d\d\d \(Google LLC\|The Go Authors\)\(\..\)*\( All rights reserved\..\)`
  ` // Use of this source code is governed by a BSD-style`  
  ` // license that can be found in the LICENSE file.`
)`

const prefix = "// Copyright"

// A few files have to be skipped.
var skip = map[string]bool{  
  "tools.go": true, // This file requires another comment above the license.  
  "googleapi/internal/uritemplates/uritemplates.go": true, // This file is licensed to an individual.  
}

// This test validates that all go files in the repo start with an appropriate license.
func TestLicense(t *testing.T) {  
  err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {  
    if skip[path] {  
      return nil  
    }
    if fi.IsDir() {  
      return nil  
    }  
    src, err := ioutil.ReadFile(path)  
    if err != nil {  
      return nil  
    }
    // Verify that the license is matched.
    if !sentinel.Match(src) {  
      t.Errorf("%v: license header not present", path)  
    }
  })  
}
1.277 spring-plugin-core 1.2.0.RELEASE

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* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6.jar/org/springframework/plugin/core/PluginRegistrySupport.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6.jar/org/springframework/plugin/core/config/EnablePluginRegistries.java

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jar/org/springframework/plugin/core/OrderAwarePluginRegistry.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/config/PluginListDefinitionParser.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/config/PluginNamespaceHandler.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/PluginRegistry.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/support/AbstractTypeAwareSupport.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/support/PluginRegistryFactoryBean.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/SimplePluginRegistry.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/Plugin.java
* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-
jar/org/springframework/plugin/core/config/PluginRegistryDefinitionParser.java

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1.278 mongodb-aggregate-query-support-spring5 0.8.10.6

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* /opt/cola/permits/1284950771_1646865702.25/0/mongodb-aggregate-query-support-spring5-0-8-10-6-sources.jar/com/github/krr/mongodb/aggregate/support/factory/NonReactiveAggregateQuerySupportingRepositoryFactoryBean.java
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* /opt/cola/permits/1284950771_1646865702.25/0/mongodb-aggregate-query-support-spring5-0-8-10-6-sources.jar/com/github/krr/mongodb/aggregate/support/factory/NonReactiveAggregateQuerySupportingRepositoryFactoryBean.java
* /opt/cola/permits/1284950771_1646865702.25/0/mongodb-aggregate-query-support-spring5-0-8-10-6-sources.jar/com/github/krr/mongodb/aggregate/support/factory/ReactiveAggregateQuerySupportingRepositoryFactory.java
* /opt/cola/permits/1284950771_1646865702.25/0/mongodb-aggregate-query-support-spring5-0-8-10-6-sources.jar/com/github/krr/mongodb/aggregate/support/factory/ReactiveAggregateQuerySupportingRepositoryBean.java
* /opt/cola/permits/1284950771_1646865702.25/0/mongodb-aggregate-query-support-spring5-0-8-10-6-sources.jar/com/github/krr/mongodb/aggregate/support/factory/ReactiveAggregateQuerySupportingRepository.java

* /opt/cola/permits/1177939664_1625570679.69/0/spring-plugin-core-1-2-0-release-sources-6-jar/org/springframework/plugin/core/support/BeanListFactoryBean.java

*/
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* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/client/loadbalancer/reactive/RetryableLoadBalancerExchangeFilterFunction.java

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* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/configuration/CompatibilityPredicate.java
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* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/client/loadbalancer/Request.java
* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/client/discovery/reactive/ReactiveDiscoveryHealthContributor.java
* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/client/loadbalancer/LoadBalancerRequestFactory.java
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* /opt/cola/permits/1194032582_1629399081.72/0/spring-cloud-commons-3-0-3-sources-jar/org/springframework/cloud/client/loadbalancer/reactive/ReactorLoadBalancerExchangeFilterFunction.java
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*/

1.281 netty-codec-http 4.1.30.Final

1.282 rcrowley-go-metrics 0.0.0-20190826022208-cac0b30c2563
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1.283 go 1.12.4

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1.285 apache-log4j 2.13.3

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```
1.291 jakarta-validation-api 2.0.2

1.291.1 Available under license:

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/*
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*
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*/

Found in path(s):
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validator.java
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintTarget.java
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/FutureOrPresent.java
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Null.java
* /opt/cola/permissions/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorContext.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/ExecutableDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/groups/Default.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/MessageInterpolator.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/package-info.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/BeanDescriptor.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ConstraintDefinitionException.java
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* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/groups/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/spi/ValidationProvider.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/ElementKind.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/metadata/GroupConversionDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2.0.2-sources-3.jar/javax/validation/valueextraction/ExtractedValue.java
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org.springframework.core.ReactiveAdapterRegistry$SpringCoreBlockHoundIntegration

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* /opt/cola/permits/1182802116_1627053546.21/0/spring-core-5-3-9-sources.jar/org/springframework/core/env/SimpleCommandLinePropertySource.java
* /opt/cola/permits/1182802116_1627053546.21/0/spring-core-5-3-9-sources.jar/org/springframework/core/PrioritizedParameterNameDiscoverer.java
* /opt/cola/permits/1182802116_1627053546.21/0/spring-core-5-3-9-sources.jar/org/springframework/core/MethodParameter.java
* /opt/cola/permits/1182802116_1627053546.21/0/spring-core-5-3-9-sources.jar/org/springframework/core/convert/support/StringToNumberConverterFactory.java
* /opt/cola/permits/1182802116_1627053546.21/0/spring-core-5-3-9-sources.jar/org/springframework/core/OrderComparator.java

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Found in path(s):
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/convert/support/StringToCurrencyConverter.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/annotation/AliasFor.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/util/AlternativeJdkIdGenerator.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/util/JdkIdGenerator.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/convert/converter/ConditionalGenericConverter.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/serializer/support/SerializationDelegate.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/annotation/SynthesizedAnnotation.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/convert/support/FallbackObjectToStringConverter.java
* /opt/cola/permits/1182802116_1627053546.21/spring-core-5-3-9-sources-
  jar/org/springframework/core/env/SystemEnvironmentPropertySource.java

---

### 1.299 jar-dependencies 0.3.12

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

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

That's all there is to it!

1.303 jackson-module-parameter-names

2.12.1

1.303.1 Available under license:
Apache-2.0

1.304 colorama 0.4.3

1.304.1 Available under license:
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1.305 jackson-dataformat-yaml 2.12.4

1.305.1 Available under license:

# Jackson JSON processor

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

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1.306 tomcat-embed-el 8.5.32
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1.307 libjpeg 9d
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 *
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 * *
 * This file contains Huffman entropy encoding routines.
 * Both sequential and progressive modes are supported in this single module.
 * *
 * Much of the complexity here has to do with supporting output suspension.
 * If the data destination module demands suspension, we want to be able to
 * back up to the start of the current MCU. To do this, we copy state
 * variables into local working storage, and update them back to the
 * permanent JPEG objects only upon successful completion of an MCU.
 * *
 * We do not support output suspension for the progressive JPEG mode, since
 * the library currently does not allow multiple-scan files to be written
 * with output suspension.
 */

Found in path(s):
 * /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jchuff.c
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Block comments should be laid out thusly:

/*
 *  Block comments in this style.
 */

We indent statements in K&R style, e.g.,
if (test) {
    then-part;
} else {
    else-part;
}
with two spaces per indentation level. (This indentation convention is
handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g.,
multi_word_name (not multiWordName). Preprocessor symbols and enum constants
are similar but upper case (MULTI_WORD_NAME). Names should be unique within
the first fifteen characters. (On some older systems, global names must be
unique within six characters. We accommodate this without cluttering the
source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code
transformation to feed prototype-less C compilers. Transformation is done
by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript).
ansi2knr is not very bright, so it imposes a format requirement on function
declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions
should be written in the following style:

LOCAL(int *)
Note that each function definition must begin with GLOBAL(type), LOCAL(type),
or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif
which is used like this:

struct function_pointers {
  JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
  JMETHOD(void, term_entropy_encoder, (void));
};

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this
a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/coderules.txt

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

/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file defines the error and message codes for the JPEG library.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 * A set of error-reporting macros are defined too. Some applications using
 * the JPEG library may wish to include this file to get the error codes
 * and/or the macros.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jerror.h
/*
 * jfdctfst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctfst.c

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

/*
 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a very simple stand-alone application that inserts
INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file explains how to configure and install the IJG software. We have tried to make this software extremely portable and flexible, so that it can be adapted to almost any environment. The downside of this decision is that the installation process is complicated. We have provided shortcuts to simplify the task on common systems. But in any case, you will need at least a little familiarity with C programming and program build procedures for your system.

If you are only using this software as part of a larger program, the larger program's installation procedure may take care of configuring the IJG code. For example, Ghostscript's installation script will configure the IJG code. You don't need to read this file if you just want to compile Ghostscript.

If you are on a Unix machine, you may not need to read this file at all. Try doing
./configure
make
test
If that doesn't complain, do
make install
(better do "make -n install" first to see if the makefile will put the files where you want them). Read further if you run into snags or want to customize the code for your system.

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BEFORE YOU START  
================  

Before installing the software you must unpack the distributed source code.  
Since you are reading this file, you have probably already succeeded in this 
task. However, there is a potential for error if you needed to convert the 
files to the local standard text file format (for example, if you are on 
MS-DOS you may have converted LF end-of-line to CR/LF). You must apply 
such conversion to all the files EXCEPT those whose names begin with "test".  
The test files contain binary data; if you change them in any way then the 
self-test will give bad results.  

Please check the last section of this file to see if there are hints for the 
specific machine or compiler you are using.  

CONFIGURING THE SOFTWARE  
========================  

To configure the IJG code for your system, you need to create two files:  
* jconfig.h: contains values for system-dependent #define symbols.  
* Makefile: controls the compilation process.  
(On a non-Unix machine, you may create "project files" or some other 
substitute for a Makefile. jconfig.h is needed in any environment.)  

We provide three different ways to generate these files:  
* On a Unix system, you can just run the "configure" script.  
* We provide sample jconfig files and makefiles for popular machines;  
  if your machine matches one of the samples, just copy the right sample 
  files to jconfig.h and Makefile.  
* If all else fails, read the instructions below and make your own files.  

Configuring the software using the automatic "configure" script  
-----------------------------------------------------------------

If you are on a Unix machine, you can just type  
./configure  
and let the configure script construct appropriate configuration files.  
If you're using "csh" on an old version of System V, you might need to type
sh configure
instead to prevent csh from trying to execute configure itself.
Expect configure to run for a few minutes, particularly on slower machines;
it works by compiling a series of test programs.

Configure was created with GNU Autoconf and it follows the usual conventions
for GNU configure scripts. It makes a few assumptions that you may want to
override. You can do this by providing optional switches to configure:

* Configure will build both static and shared libraries, if possible.
  If you want to build libjpeg only as a static library, say
  ./configure --disable-shared
  If you want to build libjpeg only as a shared library, say
  ./configure --disable-static
  Configure uses GNU libtool to take care of system-dependent shared library
  building methods.

* Configure will use gcc (GNU C compiler) if it's available, otherwise cc.
  To force a particular compiler to be selected, use the CC option, for example
  ./configure CC='cc'
  The same method can be used to include any unusual compiler switches.
  For example, on HP-UX you probably want to say
  ./configure CC='cc -Aa'
  to get HP's compiler to run in ANSI mode.

* The default CFLAGS setting is "-g" for non-gcc compilers, "-g -O2" for gcc.
  You can override this by saying, for example,
  ./configure CFLAGS='-O2'
  if you want to compile without debugging support.

* Configure will set up the makefile so that "make install" will install files
  into /usr/local/bin, /usr/local/man, etc. You can specify an installation
  prefix other than "/usr/local" by giving configure the option "--prefix=PATH".

* If you don't have a lot of swap space, you may need to enable the IJG
  software's internal virtual memory mechanism. To do this, give the option
  "--enable-maxmem=N" where N is the default maxmemory limit in megabytes.
  This is discussed in more detail under "Selecting a memory manager", below.
  You probably don't need to worry about this on reasonably-sized Unix machines,
  unless you plan to process very large images.

Configure has some other features that are useful if you are cross-compiling
or working in a network of multiple machine types; but if you need those
features, you probably already know how to use them.

Configuring the software using one of the supplied jconfig and makefile files
---------------------------------------------------------------
If you have one of these systems, you can just use the provided configuration files:

Makefile
jconfig file
System and/or compiler

makefile.manx config.manx Amiga, Manx Aztec C
makefile.sas config.sas Amiga, SAS C
makeproj.mac config.mac Apple, Metrowerks CodeWarrior
makejpeg.st config.st Atari ST/STE/TT, Pure C or Turbo C
makefile.becc config.bcc MS-DOS or OS/2, Borland C
makefile.dj config.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makemc6 config.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat config.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc config.vc Windows, MS Visual C++
makefile.vs config.vs Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs config.vs Windows, Visual Studio 2019 (v16)
make*.v16
makefile.b32 config.b32 Windows, Borland C++ 32-bit (bcc32)
makefile.mms config.mms Digital VMS, with MMS software
makefile.vms config.vms Digital VMS, without MMS software

Copy the proper jconfig file to jconfig.h and the makefile to Makefile (or whatever your system uses as the standard makefile name). For more info see the appropriate system-specific hints section near the end of this file.

Configuring the software by hand
---------------------------------

First, generate a jconfig.h file. If you are moderately familiar with C, the comments in jconfig.txt should be enough information to do this; just copy jconfig.txt to jconfig.h and edit it appropriately. Otherwise, you may prefer to use the ckconfig.c program. You will need to compile and execute ckconfig.c by hand --- we hope you know at least enough to do that. ckconfig.c may not compile the first try (in fact, the whole idea is for it to fail if anything is going to). If you get compile errors, fix them by editing ckconfig.c according to the directions given in ckconfig.c. Once you get it to run, it will write a suitable jconfig.h file, and will also print out some advice about which makefile to use.

You may also want to look at the canned jconfig files, if there is one for a system similar to yours.

Second, select a makefile and copy it to Makefile (or whatever your system uses as the standard makefile name). The most generic makefiles we provide are
makefile.ansi: if your C compiler supports function prototypes
makefile.unix: if not.
(You have function prototypes if ckconfig.c put "#define HAVE_PROTOTYPES"
in jconfig.h.) You may want to start from one of the other makefiles if
there is one for a system similar to yours.

Look over the selected Makefile and adjust options as needed. In particular
you may want to change the CC and CFLAGS definitions. For instance, if you
are using GCC, set CC=gcc. If you had to use any compiler switches to get
ckconfig.c to work, make sure the same switches are in CFLAGS.

If you are on a system that doesn't use makefiles, you'll need to set up
project files (or whatever you do use) to compile all the source files and
link them into executable files cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
See the file lists in any of the makefiles to find out which files go into
each program. Note that the provided makefiles all make a "library" file
libjpeg first, but you don't have to do that if you don't want to; the file
lists identify which source files are actually needed for compression,
decompression, or both. As a last resort, you can make a batch script that
just compiles everything and links it all together; makefile.vms is an example
of this (it's for VMS systems that have no make-like utility).

Here are comments about some specific configuration decisions you'll
need to make:

Command line style
-------------------

These programs can use a Unix-like command line style which supports
redirection and piping, like this:
cjpeg inputfile >outputfile
cjpeg <inputfile >outputfile
source program | cjpeg >outputfile
The simpler "two file" command line style is just
cjpeg inputfile outputfile
You may prefer the two-file style, particularly if you don't have pipes.

You MUST use two-file style on any system that doesn't cope well with binary
data fed through stdin/stdout; this is true for some MS-DOS compilers, for
example. If you're not on a Unix system, it's safest to assume you need
two-file style. (But if your compiler provides either the Posix-standard
fdopen() library routine or a Microsoft-compatible setmode() routine, you
can safely use the Unix command line style, by defining USE_FDOpen or
USE_SETMODE respectively.)

To use the two-file style, make jconfig.h say "#define TWO_FILE_COMMANDLINE".

Selecting a memory manager
The IJG code is capable of working on images that are too big to fit in main memory; data is swapped out to temporary files as necessary. However, the code to do this is rather system-dependent. We provide five different memory managers:

* jmemansi.c
  This version uses the ANSI-standard library routine tmpfile(), which not all non-ANSI systems have. On some systems tmpfile() may put the temporary file in a non-optimal location; if you don't like what it does, use jmemname.c.

* jmemname.c
  This version creates named temporary files. For anything except a Unix machine, you'll need to configure the select_file_name() routine appropriately; see the comments near the head of jmemname.c. If you use this version, define NEED_SIGNAL_CATCHER in jconfig.h to make sure the temp files are removed if the program is aborted.

* jmemnobs.c
  (That stands for No Backing Store :-;.) This will compile on almost any system, but it assumes you have enough main memory or virtual memory to hold the biggest images you work with.

* jmemdos.c
  This should be used with most 16-bit MS-DOS compilers. See the system-specific notes about MS-DOS for more info. IMPORTANT: if you use this, define USE_MSDOS_MEMMGR in jconfig.h, and include the assembly file jmemdosa.asm in the programs. The supplied makefiles and jconfig files for 16-bit MS-DOS compilers already do both.

* jmemmac.c
  Custom version for Apple Macintosh; see the system-specific notes for Macintosh for more info.

To use a particular memory manager, change the SYSDEPMEM variable in your makefile to equal the corresponding object file name (for example, jmemansi.o or jmemansi.obj for jmemansi.c).

If you have plenty of (real or virtual) main memory, just use jmemnobs.c. "Plenty" means about ten bytes for every pixel in the largest images you plan to process, so a lot of systems don't meet this criterion. If yours doesn't, try jmemansi.c first. If that doesn't compile, you'll have to use jmemname.c; be sure to adjust select_file_name() for local conditions. You may also need to change unlink() to remove() in close_backing_store().

Except with jmemnobs.c or jmemmac.c, you need to adjust the DEFAULT_MAX_MEM setting to a reasonable value for your system (either by adding a #define for DEFAULT_MAX_MEM to jconfig.h, or by adding a -D switch to the Makefile). This value limits the amount of data space the program will attempt to
allocate. Code and static data space isn't counted, so the actual memory needs for cjpeg or djpeg are typically 100 to 150Kb more than the max-memory setting. Larger max-memory settings reduce the amount of I/O needed to process a large image, but too large a value can result in "insufficient memory" failures. On most Unix machines (and other systems with virtual memory), just set DEFAULT_MAX_MEM to several million and forget it. At the other end of the spectrum, for MS-DOS machines you probably can't go much above 300K to 400K. (On MS-DOS the value refers to conventional memory only. Extended/expanded memory is handled separately by jmemdos.c.)

BUILDING THE SOFTWARE
=====================  

Now you should be able to compile the software. Just say "make" (or whatever's necessary to start the compilation). Have a cup of coffee.

Here are some things that could go wrong:

If your compiler complains about undefined structures, you should be able to shut it up by putting "#define INCOMPLETE_TYPES_BROKEN" in jconfig.h.

If you have trouble with missing system include files or inclusion of the wrong ones, read jinclude.h. This shouldn't happen if you used configure or ckconfig.c to set up jconfig.h.

There are a fair number of routines that do not use all of their parameters; some compilers will issue warnings about this, which you can ignore. There are also a few configuration checks that may give "unreachable code" warnings. Any other warning deserves investigation.

If you don't have a getenv() library routine, define NO_GETENV.

Also see the system-specific hints, below.

TESTING THE SOFTWARE
====================

As a quick test of functionality we've included a small sample image in several forms:

testorig.jpg Starting point for the djpeg tests.
testimg.jpg The output of djpeg testorig.jpg
testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg
testimg.jpg The output of cjpeg testimg.jpg
testprog.jpg Progressive-mode equivalent of testorig.jpg.
testimgp.jpg The output of cjpeg -progressive -optimize testimg.jpg
(The first- and second-generation .jpg files aren't identical since the
default compression parameters are lossy.) If you can generate duplicates of the testing* files then you probably have working programs.

With most of the makefiles, "make test" will perform the necessary comparisons.

If you're using a makefile that doesn't provide the test option, run djjpeg and cjjpeg by hand and compare the output files to testing* with whatever binary file comparison tool you have. The files should be bit-for-bit identical.

If the programs complain "MAX_ALLOC_CHUNK is wrong, please fix", then you need to reduce MAX_ALLOC_CHUNK to a value that fits in type size_t. Try adding "#define MAX_ALLOC_CHUNK 65520L" to jconfig.h. A less likely configuration error is "ALIGN_TYPE is wrong, please fix": defining ALIGN_TYPE as long should take care of that one.

If the cjjpeg test run fails with "Missing Huffman code table entry", it's a good bet that you needed to define RIGHT_SHIFT_IS_UNSIGNED. Go back to the configuration step and run ckconfig.c. (This is a good plan for any other test failure, too.)

If you are using Unix (one-file) command line style on a non-Unix system, it's a good idea to check that binary I/O through stdin/stdout actually works. You should get the same results from "djjpeg <testorig.jpg >out.ppm" as from "djjpeg -outfile out.ppm testorig.jpg". Note that the makefiles all use the latter style and therefore do not exercise stdin/stdout! If this check fails, try recompiling with USE_SETMODE or USE_FDOPEN defined. If it still doesn't work, better use two-file style.

If you chose a memory manager other than jmennobs.c, you should test that temporary-file usage works. Try "djjpeg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testing.bmp. If you have any really large images handy, try compressing them with -optimize and/or decompressing with -colors 256 to make sure your DEFAULT_MAX_MEM setting is not too large.

NOTE: this is far from an exhaustive test of the JPEG software; some modules, such as 1-pass color quantization, are not exercised at all. It's just a quick test to give you some confidence that you haven't missed something major.

INSTALLING THE SOFTWARE
========================

Once you're done with the above steps, you can install the software by copying the executable files (cjjpeg, djjpeg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want
to put the man pages (cjjpeg.1, djjpeg.1, jpegtran.1, rdjpgcom.1, wrjpgcom.1) in the man-page directory. The pre-fab makefiles don't support this step since there's such a wide variety of installation procedures on different systems.

If you generated a Makefile with the "configure" script, you can just say make install to install the programs and their man pages into the standard places. (You'll probably need to be root to do this.) We recommend first saying make -n install to see where configure thought the files should go. You may need to edit the Makefile, particularly if your system's conventions for man page filenames don't match what configure expects.

If you want to install the IJG library itself, for use in compiling other programs besides ours, then you need to put the four include files jpeglib.h jerror.h jconfig.h jmorecfg.h into your include-file directory, and put the library file libjpeg.a (extension may vary depending on system) wherever library files go. If you generated a Makefile with "configure", it will do what it thinks is the right thing if you say make install-lib

OPTIONAL STUFF
==============

Progress monitor:

If you like, you can #define PROGRESS_REPORT (in jconfig.h) to enable display of percent-done progress reports. The routine provided in cdjpeg.c merely prints percentages to stderr, but you can customize it to do something fancier.

Utah RLE file format support:

We distribute the software with support for RLE image files (Utah Raster Toolkit format) disabled, because the RLE support won't compile without the Utah library. If you have URT version 3.1 or later, you can enable RLE support as follows:
1. #define RLE_SUPPORTED in jconfig.h.
2. Add a -I option to CFLAGS in the Makefile for the directory containing the URT .h files (typically the "include" subdirectory of the URT distribution).
3. Add -l... -lrle to LDLIBS in the Makefile, where ... specifies the directory containing the URT "librle.a" file (typically the "lib" subdirectory of the URT distribution).
Support for 9-bit to 12-bit deep pixel data:

The IJG code currently allows 8, 9, 10, 11, or 12 bits sample data precision. (For color, this means 8 to 12 bits per channel, of course.) If you need to work with deeper than 8-bit data, you can compile the IJG code for 9-bit to 12-bit operation.

To do so:
1. In jmorecfg.h, define BITS_IN_JSAMPLE as 9, 10, 11, or 12 rather than 8.
2. In jconfig.h, undefine BMP_SUPPORTED, RLE_SUPPORTED, and TARGA_SUPPORTED, because the code for those formats doesn't handle deeper than 8-bit data and won't even compile. (The PPM code does work, as explained below. The GIF code works too; it scales 8-bit GIF data to and from 12-bit depth automatically.)
3. Compile. Don't expect "make test" to pass, since the supplied test files are for 8-bit data.

Currently, 9-bit to 12-bit support does not work on 16-bit-int machines.

Run-time selection and conversion of data precision are currently not supported and may be added later.

Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.

The PPM reader (rdppm.c) can read deeper than 8-bit data from either text-format or binary-format PPM and PGM files. Binary-format PPM/PGM files which have a maxval greater than 255 are assumed to use 2 bytes per sample, MSB first (big-endian order). As of early 1995, 2-byte binary format is not officially supported by the PBMPLUS library, but it is expected that a future release of PBMPLUS will support it. Note that the PPM reader will read files of any maxval regardless of the BITS_IN_JSAMPLE setting; incoming data is automatically rescaled to maxval=MAXJSAMPLE as appropriate for the cjpeg bit depth.

The PPM writer (wrppm.c) will normally write 2-byte binary PPM or PGM format, maxval=MAXJSAMPLE, when compiled with BITS_IN_JSAMPLE>8. Since this format is not yet widely supported, you can disable it by compiling wrppm.c with PPM_NORAWWORD defined; then the data is scaled down to 8 bits to make a standard 1-byte/sample PPM or PGM file. (Yes, this means still another copy of djpeg to keep around. But hopefully you won't need it for very long. Poskanzer's supposed to get that new PBMPLUS release out Real Soon Now.)

Of course, if you are working with 9-bit to 12-bit data, you probably have it stored in some other, nonstandard format. In that case you'll probably want to write your own I/O modules to read and write your format.

Note:
The standard Huffman tables are only valid for 8-bit data precision. If
you selected more than 8-bit data precision, cjpeg uses arithmetic coding by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables.

Removing code:

If you need to make a smaller version of the JPEG software, some optional functions can be removed at compile time. See the xxx_SUPPORTED #defines in jconfig.h and jmorecfg.h. If at all possible, we recommend that you leave in decoder support for all valid JPEG files, to ensure that you can read anyone's output. Taking out support for image file formats that you don't use is the most painless way to make the programs smaller. Another possibility is to remove some of the DCT methods: in particular, the "IFAST" method may not be enough faster than the others to be worth keeping on your machine. (If you do remove ISLOW or IFAST, be sure to redefine JDCT_DEFAULT or JDCT_FASTEST to a supported method, by adding a #define in jconfig.h.)

OPTIMIZATION
==============

Unless you own a Cray, you'll probably be interested in making the JPEG software go as fast as possible. This section covers some machine-dependent optimizations you may want to try. We suggest that before trying any of this, you first get the basic installation to pass the self-test step. Repeat the self-test after any optimization to make sure that you haven't broken anything.

The integer DCT routines perform a lot of multiplications. These multiplications must yield 32-bit results, but none of their input values are more than 16 bits wide. On many machines, notably the 680x0 and 80x86 CPUs, a 16x16=>32 bit multiply instruction is faster than a full 32x32=>32 bit multiply. Unfortunately there is no portable way to specify such a multiplication in C, but some compilers can generate one when you use the right combination of casts. See the MULTIPLYXXX macro definitions in jdct.h. If your compiler makes "int" be 32 bits and "short" be 16 bits, defining SHORTxSHORT_32 is fairly likely to work. When experimenting with alternate definitions, be sure to test not only whether the code still works (use the self-test), but also whether it is actually faster --- on some compilers, alternate definitions may compute the right answer, yet be slower than the default. Timing cjpeg on a large PGM (grayscale) input file is the best way to check this, as the DCT will be the largest fraction of the runtime in that mode. (Note: some of the distributed compiler-specific jconfig files already contain #define switches to select appropriate MULTIPLYXXX definitions.)

If your machine has sufficiently fast floating point hardware, you may find
that the float DCT method is faster than the integer DCT methods, even after tweaking the integer multiply macros. In that case you may want to make the float DCT be the default method. (The only objection to this is that float DCT results may vary slightly across machines.) To do that, add "#define JDCT_DEFAULT JDCT_FLOAT" to jconfig.h. Even if you don't change the default, you should redefine JDCT_FASTEST, which is the method selected by djpeg's -fast switch. Don't forget to update the documentation files (usage.txt and/or cjpeg.1, djpeg.1) to agree with what you've done.

If access to "short" arrays is slow on your machine, it may be a win to define type JCOEF as int rather than short. This will cost a good deal of memory though, particularly in some multi-pass modes, so don't do it unless you have memory to burn and short is REALLY slow.

If your compiler can compile function calls in-line, make sure the INLINE macro in jmorecfg.h is defined as the keyword that marks a function inline-able. Some compilers have a switch that tells the compiler to inline any function it thinks is profitable (e.g., -finline-functions for gcc). Enabling such a switch is likely to make the compiled code bigger but faster.

In general, it's worth trying the maximum optimization level of your compiler, and experimenting with any optional optimizations such as loop unrolling. (Unfortunately, far too many compilers have optimizer bugs ... be prepared to back off if the code fails self-test.) If you do any experimentation along these lines, please report the optimal settings to jpeg-info@jpegclub.org so we can mention them in future releases. Be sure to specify your machine and compiler version.

HINTS FOR SPECIFIC SYSTEMS

We welcome reports on changes needed for systems not mentioned here. Submit 'em to jpeg-info@jpegclub.org. Also, if configure or ckconfig.c is wrong about how to configure the JPEG software for your system, please let us know.

Acorn RISC OS:

(Thanks to Simon Middleton for these hints on compiling with Desktop C.) After renaming the files according to Acorn conventions, take a copy of makefile.ansi, change all occurrences of 'libjpeg.a' to 'libjpeg.o' and change these definitions as indicated:

CFLAGS= -throwback -IC: -Wn
LDLIBS=C:o.Stubs
SYSDEPMEM=jmemansi.o
LN=Link
AR=LibFile -c -o

Also add a new line `c.o: $(cc) $< $(cflags) -c -o $@`. Remove the lines `RM` libjpeg.o' and `AR2` libjpeg.o' and the `jconfig.h` dependency section.

Copy jconfig.txt to jconfig.h. Edit jconfig.h to define TWO_FILE_COMMANDLINE and CHAR_IS_UNSIGNED.

Run the makefile using !AMU not !Make. If you want to use the 'clean' and 'test' makefile entries then you will have to fiddle with the syntax a bit and rename the test files.

Amiga:

SAS C 6.50 reportedly is too buggy to compile the IJG code properly. A patch to update to 6.51 is available from SAS or AmiNet FTP sites.

The supplied config files are set up to use jmemname.c as the memory manager, with temporary files being created on the device named by "JPEGTMP:"

Atari ST/STE/TT:

Copy the project files makcjpeg.st, makdjpeg.st, maktjpeg.st, and makljpeg.st to cjpeg.prj, djpeg.prj, jpegtran.prj, and libjpeg.prj respectively. The project files should work as-is with Pure C. For Turbo C, change library filenames "pc..." to "tc..." in each project file. Note that libjpeg.prj selects jmemansi.c as the recommended memory manager. You'll probably want to adjust the DEFAULT_MAX_MEM setting --- you want it to be a couple hundred K less than your normal free memory. Put "#define DEFAULT_MAX_MEM nnnn" into jconfig.h to do this.

To use the 68881/68882 coprocessor for the floating point DCT, add the compiler option "-8" to the project files and replace pcfltlib.lib with pc881lib.lib in cjpeg.prj and djpeg.prj. Or if you don't have a coprocessor, you may prefer to remove the float DCT code by undefining DCT_FLOAT_SUPPORTED in jmorecfg.h (since without a coprocessor, the float code will be too slow to be useful). In that case, you can delete pcfltlib.lib from the project files.

Note that you must make libjpeg.lib before making cjpeg.ttp, djpeg.ttp, or jpegtran.ttp. You'll have to perform the self-test by hand.

We haven't bothered to include project files for rdjpgcom and wrjpgcom. Those source files should just be compiled by themselves; they don't
depend on the JPEG library. You can use the default.prj project file of the Pure C distribution to make the programs.

There is a bug in some older versions of the Turbo C library which causes the space used by temporary files created with "tmpfile()" not to be freed after an abnormal program exit. If you check your disk afterwards, you will find cluster chains that are allocated but not used by a file. This should not happen in cjpeg/djpeg/jpegtran, since we enable a signal catcher to explicitly close temp files before exiting. But if you use the JPEG library with your own code, be sure to supply a signal catcher, or else use a different system-dependent memory manager.

Cray:

Should you be so fortunate as to be running JPEG on a Cray YMP, there is a compiler bug in old versions of Cray's Standard C (prior to 3.1). If you still have an old compiler, you'll need to insert a line reading

"#pragma novector" just before the loop
for (i = 1; i <= (int) htbl->bits[l]; i++)
huffsize[p++] = (char) l;

in fix_huff_tbl (in V5beta1, line 204 of jchuff.c and line 176 of jdhuff.c).
[This bug may or may not still occur with the current IJG code, but it's probably a dead issue anyway...]

HP-UX:

If you have HP-UX 7.05 or later with the "software development" C compiler, you should run the compiler in ANSI mode. If using the configure script, say

`./configure CC='cc -Aa'

(or -Ae if you prefer). If configuring by hand, use makefile.ansi and add "-Aa" to the CFLAGS line in the makefile.

If you have a pre-7.05 system, or if you are using the non-ANSI C compiler delivered with a minimum HP-UX system, then you must use makefile.unix (and do NOT add -Aa); or just run configure without the CC option.

On HP 9000 series 800 machines, the HP C compiler is buggy in revisions prior to A.08.07. If you get complaints about "not a typedef name", you'll have to use makefile.unix, or run configure without the CC option.

Macintosh, generic comments:

The supplied user-interface files (cjpeg.c, djpeg.c, etc) are set up to provide a Unix-style command line interface. You can use this interface on
the Mac by means of the command() library routine provided by Metrowerks
CodeWarrior or Think C. This is only appropriate for testing the library,
however; to make a user-friendly equivalent of cjpeg/djpeg you’d really want
to develop a Mac-style user interface. There isn’t a complete example
available at the moment, but there are some helpful starting points:
1. Sam Bushell’s free “To JPEG” applet provides drag-and-drop conversion to
JPEG under System 7 and later. This only illustrates how to use the
compression half of the library, but it does a very nice job of that part.
2. Jim Brunner prepared a Mac-style user interface for both compression and
decompression. Unfortunately, it hasn’t been updated since IJG v4, and
the library’s API has changed considerably since then. Still it may be of
some help, particularly as a guide to compiling the IJG code under Think C.
Jim’s code is available from the Info-Mac archives, at sumex-aim.stanford.edu
or mirrors thereof; see file /info-mac/dev/src/jpeg-convert-c.hqx.

jmemmac.c is the recommended memory manager back end for Macintosh. It uses
NewPtr/DisposePtr instead of malloc/free, and has a Mac-specific
implementation of jpeg_mem_available(). It also creates temporary files that
follow Mac conventions. (That part of the code relies on System-7-or-later OS
functions. See the comments in jmemmac.c if you need to run it on System 6.)
NOTE that USE_MAC_MEMMGR must be defined in jconfig.h to use jmemmac.c.

You can also use jmemnobs.c, if you don’t care about handling images larger
than available memory. If you use any memory manager back end other than
jmemmac.c, we recommend replacing “malloc” and “free” by “NewPtr” and
“DisposePtr”, because Mac C libraries often have peculiar implementations of
malloc/free. (For instance, free() may not return the freed space to the
Mac Memory Manager. This is undesirable for the IJG code because jmemmgr.c
already clumps space requests.)

Macintosh, Metrowerks CodeWarrior:

The Unix-command-line-style interface can be used by defining USE_CCOMMAND.
You’ll also need to define TWO_FILE_COMMANDLINE to avoid stdin/stdout.
This means that when using the cjpeg/djpeg programs, you’ll have to type the
input and output file names in the "Arguments" text-edit box, rather than
using the file radio buttons. (Perhaps USE_FDOPEN or USE_SETMODE would
eliminate the problem, but I haven’t heard from anyone who’s tried it.)

On 680x0 Macs, Metrowerks defines type "double" as a 10-byte IEEE extended
float. jmemmgr.c won’t like this: it wants sizeof(ALIGN_TYPE) to be a power
of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

The supplied configuration file jconfig.mac can be used for your jconfig.h;
it includes all the recommended symbol definitions. If you have AppleScript
installed, you can run the supplied script makeproj.mac to create CodeWarrior
project files for the library and the testbed applications, then build the library and applications. (Thanks to Dan Sears and Don Agro for this nifty hack, which saves us from trying to maintain CodeWarrior project files as part of the IJG distribution...)

Macintosh, Think C:

The documentation in Jim Brunner's "JPEG Convert" source code (see above) includes detailed build instructions for Think C; it's probably somewhat out of date for the current release, but may be helpful.

If you want to build the minimal command line version, proceed as follows. You'll have to prepare project files for the programs; we don't include any in the distribution since they are not text files. Use the file lists in any of the supplied makefiles as a guide. Also add the ANSI and Unix C libraries in a separate segment. You may need to divide the JPEG files into more than one segment; we recommend dividing compression and decompression modules. Define USE_CCOMMAND in jconfig.h so that the ccommand() routine is called. You must also define TWO_FILE_COMMANDLINE because stdin/stdout don't handle binary data correctly.

On 680x0 Macs, Think C defines type "double" as a 12-byte IEEE extended float. jmemmgr.c won't like this: it wants sizeof(ALIGN_TYPE) to be a power of 2. Add "#define ALIGN_TYPE long" to jconfig.h to eliminate the complaint.

jconfig.mac should work as a jconfig.h configuration file for Think C, but the makeproj.mac AppleScript script is specific to CodeWarrior. Sorry.

MIPS R3000:

MIPS's cc version 1.31 has a rather nasty optimization bug. Don't use -O if you have that compiler version. (Use "cc -V" to check the version.) Note that the R3000 chip is found in workstations from DEC and others.

MS-DOS, generic comments for 16-bit compilers:

The IJG code is designed to work well in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model, and you should avoid "huge" model if at all possible. Be sure that NEED_FAR_POINTERS is defined in jconfig.h if you use a small-data memory model; be sure it is NOT defined if you use a large-data
model. (The supplied makefiles and jconfig files for Borland and Microsoft C compile in medium model and define NEED_FAR_POINTERS.)

The DOS-specific memory manager, jmemdos.c, should be used if possible. It needs some assembly-code routines which are in jmemdosa.asm; make sure your makefile assembles that file and includes it in the library. If you don't have a suitable assembler, you can get pre-assembled object files for jmemdosa by FTP from ftp.uu.net:/graphics/jpeg/jdosaobj.zip. (DOS-oriented distributions of the IJG source code often include these object files.)

When using jmemdos.c, jconfig.h must define USE_MSDOS_MEMMGR and must set MAX_ALLOC_CHUNK to less than 64K (65520L is a typical value). If your C library's far-heap malloc() can't allocate blocks that large, reduce MAX_ALLOC_CHUNK to whatever it can handle.

If you can't use jmemdos.c for some reason --- for example, because you don't have an assembler to assemble jmemdosa.asm --- you'll have to fall back to jmemansi.c or jmemname.c. You'll probably still need to set MAX_ALLOC_CHUNK in jconfig.h, because most DOS C libraries won't malloc() more than 64K at a time. IMPORTANT: if you use jmemansi.c or jmemname.c, you will have to compile in a large-data memory model in order to get the right stdio library. Too bad.

wrjpgcom needs to be compiled in large model, because it mallocs a 64KB work area to hold the comment text. If your C library's malloc can't handle that, reduce MAX_COM_LENGTH as necessary in wrjpgcom.c.

Most MS-DOS compilers treat stdin/stdout as text files, so you must use two-file command line style. But if your compiler has either fdopen() or setmode(), you can use one-file style if you like. To do this, define USE_SETMODE or USE_FDOPEN so that stdin/stdout will be set to binary mode. (USE_SETMODE seems to work with more DOS compilers than USE_FDOPEN.) You should test that I/O through stdin/stdout produces the same results as I/O to explicitly named files... the "make test" procedures in the supplied makefiles do NOT use stdin/stdout.

MS-DOS, generic comments for 32-bit compilers:

None of the above comments about memory models apply if you are using a 32-bit flat-memory-space environment, such as DJGPP or Watcom C. (And you should use one if you have it, as performance will be much better than 8086-compatible code!) For flat-memory-space compilers, do NOT define NEED_FAR_POINTERS, and do NOT use jmemdos.c. Use jmemnobs.c if the environment supplies adequate virtual memory, otherwise use jmemansi.c or jmemname.c.

You'll still need to be careful about binary I/O through stdin/stdout.
See the last paragraph of the previous section.

MS-DOS, Borland C:

Be sure to convert all the source files to DOS text format (CR/LF newlines). Although Borland C will often work OK with unmodified Unix (LF newlines) source files, sometimes it will give bogus compile errors. "Illegal character '#'" is the most common such error. (This is true with Borland C 3.1, but perhaps is fixed in newer releases.)

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE. jconfig.bcc already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

MS-DOS, Microsoft C:

makefile.mc6 works with Microsoft C, DOS Visual C++, etc. It should only be used if you want to build a 16-bit (small or medium memory model) program.

If you want one-file command line style, just undefine TWO_FILE_COMMANDLINE. jconfig.mc6 already includes #define USE_SETMODE to make this work.
(fdopen does not work correctly.)

Note that this makefile assumes that the working copy of itself is called "makefile". If you want to call it something else, say "makefile.mak", be sure to adjust the dependency line that reads "$(RFILE) : makefile". Otherwise the make will fail because it doesn't know how to create "makefile". Worse, some releases of Microsoft's make utilities give an incorrect error message in this situation.

Old versions of MS C fail with an "out of macro expansion space" error because they can't cope with the macro TRACEMS8 (defined in jerror.h). If this happens to you, the easiest solution is to change TRACEMS8 to expand to nothing. You'll lose the ability to dump out JPEG coefficient tables with djpeg -debug -debug, but at least you can compile.

Original MS C 6.0 is very buggy; it compiles incorrect code unless you turn off optimization entirely (remove -O from CFLAGS). 6.00A is better, but it still generates bad code if you enable loop optimizations (-Ol or -Ox).

MS C 8.0 crashes when compiling jquant1.c with optimization switch /Oo ... which is on by default. To work around this bug, compile that one file with /Oo-.

Microsoft Windows (all versions), generic comments:
Some Windows system include files define typedef boolean as "unsigned char".
The IJG code also defines typedef boolean, but we make it an "enum" by default.
This doesn't affect the IJG programs because we don't import those Windows
include files. But if you use the JPEG library in your own program, and some
of your program's files import one definition of boolean while some import the
other, you can get all sorts of mysterious problems. A good preventive step
is to make the IJG library use "unsigned char" for boolean. To do that,
add something like this to your jconfig.h file:

/* Define "boolean" as unsigned char, not enum, per Windows custom */
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE	/* in case these macros already exist */
#define FALSE	0	/* values of boolean */
#endif
#ifndef TRUE
#define TRUE	1
#endif
#define HAVE_BOOLEAN	/* prevent jmorecfg.h from redefining it */

(This is already in jconfig.vc, by the way.)

windef.h contains the declarations
#define far
#define FAR far

Since jmorecfg.h tries to define FAR as empty, you may get a compiler
warning if you include both jpeglib.h and windef.h (which windows.h
includes). To suppress the warning, you can put "#ifndef FAR"/#endif"
around the line "#define FAR" in jmorecfg.h.
(Something like this is already in jmorecfg.h, by the way.)

When using the library in a Windows application, you will almost certainly
want to modify or replace the error handler module jerror.c, since our
default error handler does a couple of inappropriate things:
1. it tries to write error and warning messages on stderr;
2. in event of a fatal error, it exits by calling exit().

A simple stopgap solution for problem 1 is to replace the line
fprintf(stderr, "%s\n", buffer);
(in output_message in jerror.c) with
MessageBox(GetActiveWindow(),buffer,"JPEG Error",MB_OK|MB_ICONERROR);
It's highly recommended that you at least do that much, since otherwise
error messages will disappear into nowhere. (Beginning with IJG v6b, this
code is already present in jerror.c; just define USE_WINDOWS_MESSAGEBOX in
jconfig.h to enable it.)

The proper solution for problem 2 is to return control to your calling
application after a library error. This can be done with the setjmp/longjmp
The recommended memory manager under Windows is jmemnobs.c; in other words, let Windows do any virtual memory management needed. You should NOT use jmemdos.c nor jmemdosa.asm under Windows.

For Windows 3.1, we recommend compiling in medium or large memory model; for newer Windows versions, use a 32-bit flat memory model. (See the MS-DOS sections above for more info about memory models.) In the 16-bit memory models only, you'll need to put

```
#define MAX_ALLOC_CHUNK 65520L /* Maximum request to malloc() */
```

into jconfig.h to limit allocation chunks to 64Kb. (Without that, you'd have to use huge memory model, which slows things down unnecessarily.)

jmemnobs.c works without modification in large or flat memory models, but to use medium model, you need to modify its jpeg_get_large and jpeg_free_large routines to allocate far memory. In any case, you might like to replace its calls to malloc and free with direct calls on Windows memory allocation functions.

You may also want to modify jdatasrc.c and jdatadst.c to use Windows file operations rather than fread/fwrite. This is only necessary if your C compiler doesn't provide a competent implementation of C stdio functions.

You might want to tweak the RGB_xxx macros in jmorecfg.h so that the library will accept or deliver color pixels in BGR sample order, not RGB; BGR order is usually more convenient under Windows. Note that this change will break the sample applications cjpeg/djpeg, but the library itself works fine.

Many people want to convert the IJG library into a DLL. This is reasonably straightforward, but watch out for the following:

1. Don't try to compile as a DLL in small or medium memory model; use large model, or even better, 32-bit flat model. Many places in the IJG code assume the address of a local variable is an ordinary (not FAR) pointer; that isn't true in a medium-model DLL.

2. Microsoft C cannot pass file pointers between applications and DLLs. (See Microsoft Knowledge Base, PSS ID Number Q50336.) So jdatasrc.c and jdatadst.c don't work if you open a file in your application and then pass the pointer to the DLL. One workaround is to make jdatasrc.c/jdatadst.c part of your main application rather than part of the DLL.

3. You'll probably need to modify the macros GLOBAL() and EXTERN() to attach suitable linkage keywords to the exported routine names. Similarly,
you'll want to modify METHODDEF() and JMETHOD() to ensure function pointers are declared in a way that lets application routines be called back through the function pointers. These macros are in jmorecfg.h. Typical definitions for a 16-bit DLL are:

```
#define GLOBAL(type) type _far _pascal _loadds _export
#define EXTERN(type) extern type _far _pascal _loadds
#define METHODDEF(type) static type _far _pascal
#define JMETHOD(type,methodname,arglist)  \
    type (_far _pascal *methodname) arglist
```

For a 32-bit DLL you may want something like

```
#define GLOBAL(type) __declspec(dllexport) type
#define EXTERN(type) extern __declspec(dllexport) type
```

Although not all the GLOBAL routines are actually intended to be called by the application, the performance cost of making them all DLL entry points is negligible.

The unmodified IJG library presents a very C-specific application interface, so the resulting DLL is only usable from C or C++ applications. There has been some talk of writing wrapper code that would present a simpler interface usable from other languages, such as Visual Basic. This is on our to-do list but hasn't been very high priority --- any volunteers out there?

Microsoft Windows, Borland C:

The provided jconfig.bcc should work OK in a 32-bit Windows environment, but you'll need to tweak it in a 16-bit environment (you'd need to define NEED_FAR_POINTERS and MAX_ALLOC_CHUNK). Beware that makefile.bcc will need alteration if you want to use it for Windows --- in particular, you should use jmemnobs.c not jmemdos.c under Windows.

Borland C++ 4.5 fails with an internal compiler error when trying to compile jdmerge.c in 32-bit mode. If enough people complain, perhaps Borland will fix it. In the meantime, the simplest known workaround is to add a redundant definition of the variable range_limit in h2v1_merged_upsample(), at the head of the block that handles odd image width (about line 268 in v6 jdmerge.c):

```
/* If image width is odd, do the last output column separately */
if (cinfo->output_width & 1) {
    register JSAMPLE * range_limit = cinfo->sample_range_limit; /* ADD THIS */
    cb = GETJSAMPLE(*inptr1);
}
```

Pretty bizarre, especially since the very similar routine h2v2_merged_upsample doesn't trigger the bug.

Recent reports suggest that this bug does not occur with "bcc32a" (the Pentium-optimized version of the compiler).

Another report from a user of Borland C 4.5 was that incorrect code (leading to a color shift in processed images) was produced if any of the following optimization switch combinations were used:
So try backing off on optimization if you see such a problem.  (Are there several different releases all numbered "4.5"??)

Microsoft Windows, Microsoft Visual C++:

jconfig.vc should work OK with any Microsoft compiler for a 32-bit memory model.  makefile.vc is intended for command-line use.  (If you are using the Developer Studio environment, you may prefer the DevStudio project files; see below.)

IJG JPEG 7 adds extern "C" to jpeglib.h.  This avoids the need to put extern "C" { ... } around #include "jpeglib.h" in your C++ application.  You can also force VC++ to treat the library as C++ code by renaming all the *.c files to *.cpp (and adjusting the makefile to match).  In this case you also need to define the symbol DONT_USE_EXTERN_C in the configuration to prevent jpeglib.h from using extern "C".

Microsoft Windows, Microsoft Visual C++ 6 Developer Studio:

We include makefiles that should work as project files in Developer Studio 6.0 or later.  There is a library makefile that builds the IJG library as a static Win32 library, and application makefiles that build the sample applications as Win32 console applications.  (Even if you only want the library, we recommend building the applications so that you can run the self-test.)

To use:
1. Open the command prompt, change to the source directory and execute the command line
   NMAKE /f makefile.vs setup-vc6
   If you get an error message saying that the "NMAKE" command could not be found, execute the command
   "%ProgramFiles%\Microsoft Visual Studio\VC98\Bin\VCVARS32"
   to set the environment for using Microsoft Visual C++ tools, and repeat the NMAKE call.
   This will move jconfig.vc to jconfig.h and makefiles to project files.
   (Note that the renaming is critical!)
   Alternatively you can use
   NMAKE /f makefile.vs setupcopy-vc6
   This will create renamed copies of the files, which allows to repeat the setup later.
2. Open the workspace file jpeg.dsw, build the library project.
   (If you are using Developer Studio more recent than 6.0, you'll...
probably get a message saying that the project files are being updated.)
3. Open the workspace file apps.dsw, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-build
5. Move the application .exe files from the Release folder to an
   appropriate location on your path.

Microsoft Windows, Visual Studio 2019 (v16):

We include makefiles that should work as project files in Visual Studio
2019 (v16) or later. There is a library makefile that builds the IJG
library as a static Win32/x64 library, and application makefiles that
build the sample applications as Win32/x64 console applications. (Even
if you only want the library, we recommend building the applications so
that you can run the self-test.)

To use:
1. Open the Developer Command Prompt for VS 2019, change to the source
directory and execute the command line
   NMAKE /f makefile.vs setup-v16
   This will move jconfig.vc to jconfig.h and makefiles to project files.
   (Note that the renaming is critical!)
   Alternatively you can use
   NMAKE /f makefile.vs setupcopy-v16
   This will create renamed copies of the files, which allows to repeat
   the setup later.
2. Open the solution file jpeg.sln, build the library project.
   a) If you are using Visual Studio more recent than
      2019 (v16), you'll probably get a message saying
      that the project files are being updated.
   b) If necessary, open the project properties and
      adapt the Windows Target Platform Version in
      the Configuration Properties, General section;
      we support the latest version at the time of release.
   c) If you want to build x64 code, change the platform setting from
      Win32 to x64. You can build Win32 and x64 versions side by side.
3. Open the solution file apps.sln, build the application projects.
4. To perform the self-test, execute the command line
   NMAKE /f makefile.vs test-32
   for the Win32 build, or on a 64-bit system
   NMAKE /f makefile.vs test-64
   for the x64 build.
5. Move the application .exe files from the Release folder to an
   appropriate location on your path.

OS/2, Borland C++:
Watch out for optimization bugs in older Borland compilers; you may need to back off the optimization switch settings. See the comments in makefile.bcc.

SGI:

On some SGI systems, you may need to set "$AR2= ar -ts" in the Makefile. If you are using configure, you can do this by saying

```
./configure RANLIB=ar -ts
```

This change is not needed on all SGIs. Use it only if the make fails at the stage of linking the completed programs.

On the MIPS R4000 architecture (Indy, etc.), the compiler option "-mips2" reportedly speeds up the float DCT method substantially, enough to make it faster than the default int method (but still slower than the fast int method). If you use -mips2, you may want to alter the default DCT method to be float. To do this, put "#define JDCT_DEFAULT JDCT_FLOAT" in jconfig.h.

VMS:

On an Alpha/VMS system with MMS, be sure to use the "/Marco=Alpha=1" qualifier with MMS when building the JPEG package.

VAX/VMS v5.5-1 may have problems with the test step of the build procedure reporting differences when it compares the original and test images. If the error points to the last block of the files, it is most likely bogus and may be safely ignored. It seems to be because the files are Stream_LF and Backup/Compare has difficulty with the (presumably) null padded files. This problem was not observed on VAX/VMS v6.1 or AXP/VMS v6.1.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/install.txt
No license file was found, but licenses were detected in source scan.

/ *
  * jconfig.txt
  *
  * Copyright (C) 1991-1994, Thomas G. Lane.
  * Modified 2009-2013 by Guido Vollbeding.
  * This file is part of the Independent JPEG Group's software.
  * For conditions of distribution and use, see the accompanying README file.
  *
  * This file documents the configuration options that are required to
  * customize the JPEG software for a particular system.
  *

* The actual configuration options for a particular installation are stored
* in jconfig.h. On many machines, jconfig.h can be generated automatically
* or copied from one of the "canned" jconfig files that we supply. But if
* you need to generate a jconfig.h file by hand, this file tells you how.
* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
* EDIT A COPY NAMED JCONFIG.H.
*/

/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
*/

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
*/
#define HAVE_PROTOTYPES

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
*/
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT

/* Define "void" as "char" if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
*/
#undef void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
*/
#undef const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE UNSIGNED_CHAR then the speed difference is minimal.
*/
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file.
*/
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
*/
`#define HAVE_STDLIB_H`

`/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/`
`#undef NEED_BSD_STRINGS`

`/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/`
`#undef NEED_SYS_TYPES_H`

`/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/`
`#undef NEED_FAR_POINTERS`

`/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/`
`#undef NEED_SHORT_EXTERNAL_NAMES`

`/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/`
`#undef INCOMPLETE_TYPES_BROKEN`

`/* Define "boolean" as unsigned char, not enum, on Windows systems.
*/`
`#ifdef _WIN32
#ifndef __RPCNDR_H__
#endif
#ifdef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#ifndef FALSE
#define FALSE 0 /* values of boolean */
#endif
#ifndef TRUE
#define TRUE 1
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */`
/*
 * The following options affect code selection within the JPEG library,
 * but they don't need to be visible to applications using the library.
 * To minimize application namespace pollution, the symbols won't be
 * defined unless JPEG_INTERNALS has been defined.
 */
#endif

#ifndef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
 * (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
 * which is the normal and rational definition.
 */
#undef RIGHT_SHIFT_IS_UNSIGNED
#endif /* JPEG_INTERNALS */

/*
 * The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpe/djpeg (see cjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */
#endif /* JPEG_CJPEG_DJPEG */

/* These defines indicate which image (non-JPEG) file formats are allowed. */
#define BMP_SUPPORTED	/* BMP image file format */
#define GIF_SUPPORTED	/* GIF image file format */
#define PPM_SUPPORTED	/* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED	/* Utah RLE image file format */
#define TARGA_SUPPORTED	/* Targa image file format */

/* Define this if you want to name both input and output files on the command
 * line, rather than using stdout and optionally stdin. You MUST do this if
 * your system can't cope with binary I/O to stdin/stdout. See comments at
 * head of cjpeg.c or djpeg.c.
 */
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
 * This is crucial under MS-DOS, where the temporary "files" may be areas
 * of extended memory; on most other systems it's not as important.
 */
# undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen("rb") or fopen("wb").
 * This is necessary on systems that distinguish text files from binary files,
 * and is harmless on most systems that don't. If you have one of the rare
 * systems that complains about the "b" spec, define this symbol.
 */
# undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
 */
# undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdmaster.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains master control logic for the JPEG decompressor.
 * These routines are concerned with selecting the modules to be executed
 * and with determining the number of passes and the work to be done in each
 * pass.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmaster.c
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
 * jctrans.c
 *
 * Copyright (C) 1995-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains library routines for transcoding compression,
 * that is, writing raw DCT coefficient arrays to an output JPEG file.
 * The routines in jcapimin.c will also be needed by a transcoder.
 */

Found in path(s):
* /opt/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jctrans.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2002-2016 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */

Found in path(s):
* /opt/cola/permits/11035500007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmainct.c
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see the accompanying README file.

Found in path(s):
 * /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemdosa.asm
No license file was found, but licenses were detected in source scan.

/*
 * jpegint.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file provides common declarations for the various JPEG modules.
 * These declarations are considered internal to the JPEG library; most
 * applications using the library shouldn't need to include this file.
 */

Found in path(s):
 * /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpegint.h
No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */

Found in path(s):
 * /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemsys.h
No license file was found, but licenses were detected in source scan.

/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface routines that are used for both
 * compression and decompression.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcomapi.c

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

/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrtarga.c

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

/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2009-2013 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
* of the JPEG library. These are the "minimum" API routines that may be
* needed in either the normal full-decompression case or the
* transcoding-only case.
*
* Most of the routines intended to be called directly by an application
* are in this file or in jdapistd.c. But also see jcomapi.c for routines
* shared by compression and decompression, and jdtrans.c for the transcoding
* case.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapimin.c
No license file was found, but licenses were detected in source scan.

/*
* jcmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG compressor.
* These routines are concerned with parameter validation, initial setup,
* and inter-pass control (determining the number of passes and the work
* to be done in each pass).
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h

* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmorecfg.h

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

/*
 * jpeglib.h
 *
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jerror.h if they want to know the exact error codes.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpeglib.h

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

/*
 * jutils.c
 *
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains tables and miscellaneous utility routines needed
* for both compression and decompression.
* Note we prefix all global names with "j" to minimize conflicts with
* a surrounding application.
*/

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

/*
 * wrdle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrdle.c
No license file was found, but licenses were detected in source scan.

/*
 * rdswitch.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to process some of cjpeg's more complicated
 * command-line switches. Switches processed here are:
 * -qtables fileRead quantization tables from text file
 * -scans fileRead scan script from text file
 * -quality N[,N,...]Set quality ratings
 * -qslots N[,N,...]Set component quantization table selectors
 * -sample HxV[,HxV,...]Set component sampling factors
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdswitch.c
No license file was found, but licenses were detected in source scan.
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains a floating-point implementation of the
  forward DCT (Discrete Cosine Transform).

* This implementation should be more accurate than either of the integer
  DCT implementations. However, it may not give the same results on all
  machines because of differences in roundoff behavior. Speed will depend
  on the hardware's floating point capacity.

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
  on each column. Direct algorithms are also available, but they are
  much more complex and seem not to be any faster when reduced to code.

* This implementation is based on Arai, Agui, and Nakajima's algorithm for
  scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
  Japanese, but the algorithm is described in the Pennebaker & Mitchell
  JPEG textbook (see REFERENCES section in file README). The following code
  is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
  possible to arrange the computation so that many of the multiplies are
  simple scalings of the final outputs. These multiplies can then be
  folded into the multiplications or divisions by the JPEG quantization
  table entries. The AA&N method leaves only 5 multiplies and 29 adds
  to be done in the DCT itself.
* The primary disadvantage of this method is that with a fixed-point
  implementation, accuracy is lost due to imprecise representation of the
  scaled quantization values. However, that problem does not arise if
  we use floating point arithmetic.
*/

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctflt.c

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

/*
* jdapistd.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-decompression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdapistd.c

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

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2013, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software;
that is, the functions of the various modules in the system and the interfaces
between modules. For more precise details about any data structure or calling
convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.
The README file includes references for learning about JPEG. The file
libjpeg.txt describes the library from the viewpoint of an application
programmer using the library; it's best to read that file before this one.
Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an array of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size
determined by the sampling factors, or a single block in a
noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say
pixel, we mean an element of the full-size image, while a sample is an element
of the downsampled image. Thus the number of samples may vary across
components while the number of pixels does not. (This terminology is not used
rigorously throughout the code, but it is used in places where confusion would
otherwise result.)

*** System features ***
The IJG distribution contains two parts:
* A subroutine library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform
  JFIF JPEG files to and from several other image formats.
cjpeg/djpeg are of no great intellectual complexity: they merely add a simple
  command-line user interface and I/O routines for several uncompressed image
  formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended
sequential, and progressive DCT processes. The library does not support the
hierarchical or lossless processes defined in the standard.

Within these limits, any set of compression parameters allowed by the JPEG
spec should be readable for decompression. (We can be more restrictive about
what formats we can generate.) Although the system design allows for all
parameter values, some uncommon settings are not yet implemented and may
never be; nonintegral sampling ratios are the prime example. Furthermore,
we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a
run-time option, because most machines can store 8-bit pixels much more
compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in
particular the widely used JFIF file format. The library can be used by
surrounding code to process interchange or abbreviated JPEG datastreams that
are embedded in more complex file formats. (For example, libtiff uses this
library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the
JPEG standard but is necessary for typical applications of JPEG. These
functions preprocess the image before JPEG compression or postprocess it after
decompression. They include colorspace conversion, downsampling/upsampling,
and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing,
and even more so in decompression postprocessing. The decompression library
provides multiple implementations that cover most of the useful tradeoffs,
ranging from very-high-quality down to fast-preview operation. On the
compression side we have generally not provided low-quality choices, since
compression is normally less time-critical. It should be understood that the
low-quality modes may not meet the JPEG standard's accuracy requirements;
nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability
issues that show up at the level of system architecture are:
1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).
In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (block_size-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification
Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirecting through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatadst.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd
use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

   1A. Startup initialization at the beginning of image processing. The individual processing modules to be used in this run are selected and given initialization calls.

   1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

   Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

   Each buffer controller sees the world as follows:

   input data => processing step A => buffer => processing step B => output data
The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)

* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|-- Colorspace conversion
   |-- Preprocessing controller --]
   |                            |-- Downsampling
|                            Main controller --]
   |                            |-- Forward DCT, quantize
   |                         |-- Coefficient controller --]
   |                     |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.
The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of block_size samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of block_size rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.
In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Entropy decoding
  |-- Coefficient controller --|
    |                         |-- Dequantize, Inverse DCT
  | Main controller --|
    |                   |-- Upsampling
```
As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that need fewer coefficients and emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in
all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.
To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller's DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.
### Data formats

Arrays of pixel sample values use the following data structure:

```c
typedef something JSAMPLE; // a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; // ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; // ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; // ptr to a list of color-component arrays
```

The basic element type JSAMPLE will typically be one of unsigned char, 
(signed) char, or short. Short will be used if samples wider than 8 bits are 
to be supported (this is a compile-time option). Otherwise, unsigned char is 
used if possible. If the compiler only supports signed chars, then it is 
necessary to mask off the value when reading. Thus, all reads of JSAMPLE 
values must be coded as "GETJSAMPLE(value)"; where the macro will be defined 
as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps 
simplify correct rounding during downsampling, etc. The JPEG standard's 
specification that sample values run from -128..127 is accommodated by 
subtracting 128 from the sample value in the DCT step. Similarly, during 
decompression the output of the IDCT step will be immediately shifted back to 
0..255. (NB: different values are required when 12-bit samples are in use.
The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be 
defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 
and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This 
choice costs only a small amount of memory and has several benefits:
* Code using the data structure doesn't need to know the allocated width of 
  the rows. This simplifies edge expansion/compression, since we can work 
in an array that's wider than the logical picture width.
* Indexing doesn't require multiplication; this is a performance win on many 
  machines.
* Arrays with more than 64K total elements can be supported even on machines 
  where malloc() cannot allocate chunks larger than 64K.
* The rows forming a component array may be allocated at different times 
  without extra copying. This trick allows some speedups in smoothing steps 
  that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the 
traditional layout in which the components of a pixel are stored together. 
This simplifies coding of modules that work on each component independently, 
because they don't need to know how many components there are. Furthermore, 
we can read or write each component to a temporary file independently, which 
is helpful when dealing with noninterleaved JPEG files.
In general, a specific sample value is accessed by code such as
GETJSAMPLE(image[colorcomponent][row][col])
where col is measured from the image left edge, but row is measured from the
first sample row currently in memory. Either of the first two indexings can
be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which
the components of a pixel are stored together, the data passed to or from the
surrounding application uses the traditional convention: a single pixel is
represented by N consecutive JSAMPLE values, and an image row is an array of
(# of color components)*(image width) JSAMPLEs. One or more rows of data can
be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is
converted to component-wise storage inside the JPEG library. (Applications
that want to skip JPEG preprocessing or postprocessing will have to contend
with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays

The underlying type is at least a 16-bit signed integer; while "short" is big
enough on all machines of interest, on some machines it is preferable to use
"int" for speed reasons, despite the storage cost. Coefficients are grouped
into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than
"8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged
order, and may be true values or divided by the quantization coefficients,
depending on where the block is in the processing pipeline. In the current
library, coefficient blocks are kept in natural order everywhere; the entropy
codecs zigzag or dezigzag the data as it is written or read. The blocks
contain quantized coefficients everywhere outside the DCT/IDCT subsystems.
(This latter decision may need to be revisited to support variable
quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 coefficient blocks,
corresponding to block_size rows of samples. Otherwise the structure
is much the same as for samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data
structure limits us to rows of less than 512 JBLOCKs, or a picture width of
4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.
In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:
* JPOOL_PERMANENT lasts until master record is destroyed
* JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects.
   Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'etre is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that
determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:

1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefct.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines
are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term—system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small—interface to malloc and free library routines
(or their equivalents)

jpeg_get_large, jpeg_free_large—interface to FAR malloc/free in MSDOS machines;
else usually the same as
jpeg_get_small/jpeg_free_small

jpeg_mem_available—estimate available memory

jpeg_open_backing_store—create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object
(specifically, in MS-DOS a backing store file might be an area of extended
memory as well as a disk file). jpeg_open_backing_store is responsible for
choosing how to implement a given object. The read/write/close routines
are method pointers in the structure that describes a given object; this
lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly
released upon abnormal program termination. For example, MS-DOS won't free
extended memory by itself. To support this, we will expect the main program
or surrounding application to arrange to call self_destruct (typically via
jpeg_destroy) upon abnormal termination. This may require a SIGINT signal
handler or equivalent. We don't want to have the back end module install its
own signal handler, because that would pre-empt the surrounding application's
ability to control signal handling.

The IJG distribution includes several memory manager back end implementations.
Usually the same back end should be suitable for all applications on a given
system, but it is possible for an application to supply its own back end at
need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image
height (this would be useful for a fax-like scanner's output, for instance).
In these files the SOF marker claims the image height is 0, and you only
find out the true image height at the end of the first scan.
We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.

This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great. However, it implies that you don’t even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor’s Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we’d simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/structure.txt
No license file was found, but licenses were detected in source scan.
/*
 * jaricom.c
 *
 * Developed 1997-2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains probability estimation tables for common use in
 * arithmetic entropy encoding and decoding routines.
 *
 * This data represents Table D.3 in the JPEG spec (D.2 in the draft),
 * ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81, and Table 24
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jaricom.c

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

/*
 * jcapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-compression case or the transcoding-only
 * case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jcapistd.c. But also see jcparam.c for
 * parameter-setup helper routines, jcomapi.c for routines shared by
 * compression and decompression, and jctrans.c for the transcoding case.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcapimin.c

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

/*
 * jquant2.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
* 
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
* 
*/

Found in path(s):
/ /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant2.c
No license file was found, but licenses were detected in source scan.

/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
table entries. The AA&N method leaves only 5 multiplies and 29 adds
to be done in the DCT itself.
The primary disadvantage of this method is that with a fixed-point
implementation, accuracy is lost due to imprecise representation of the
scaled quantization values. However, that problem does not arise if
we use floating point arithmetic.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctflt.c

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

/*
* jdsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains upsampling routines.
*
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_v_scaled_size / min_DCT_v_scaled_size)
* sample rows of each component. Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
*
* An excellent reference for image resampling is
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdsample.c

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

/*
* jcsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains downsampling routines.
*
* Downsampling input data is counted in "row groups". A row group
* is defined to be max_v_samp_factor pixel rows of each component,
* from which the downsampler produces v_samp_factor sample rows.
* A single row group is processed in each call to the downsampler module.
*
* The downsampler is responsible for edge-expansion of its output data
* to fill an integral number of DCT blocks horizontally. The source buffer
* may be modified if it is helpful for this purpose (the source buffer is
* allocated wide enough to correspond to the desired output width).
* The caller (the prep controller) is responsible for vertical padding.
*
* The downsampler may request "context rows" by setting need_context_rows
* during startup. In this case, the input arrays will contain at least
* one row group’s worth of pixels above and below the passed-in data;
* the caller will create dummy rows at image top and bottom by replicating
* the first or last real pixel row.
*
* An excellent reference for image resampling is
*
* The downsampling algorithm used here is a simple average of the source
* pixels covered by the output pixel. The hi-falutin sampling literature
* refers to this as a "box filter". In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad. If you intend to use other sampling ratios, you’d be well
* advised to improve this code.
*
* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P’s weight is 1-8*SF and each neighbor’s weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
* /

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcsample.c
No license file was found, but licenses were detected in source scan.

/*
* jcmarker.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to write JPEG datastream markers.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmarker.c
No license file was found, but licenses were detected in source scan.

/ *
* jdatasrc.c
* 
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/ *
* jdhuff.c
* 
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains Huffman entropy decoding routines.
* Both sequential and progressive modes are supported in this single module.
* 
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
* up to the start of the current MCU. To do this, we copy state variables
* into local working storage, and update them back to the permanent
* storage only upon successful completion of an MCU.
*/

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

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed PPM format).
 */

/* Portions of this code are based on the PBMPPLUS library, which is:
 **
 ** Copyright (C) 1988 by Jef Poskanzer.
 **
 ** Permission to use, copy, modify, and distribute this software and its
 ** documentation for any purpose and without fee is hereby granted, provided
 ** that the above copyright notice appear in all copies and that both that
 ** copyright notice and this permission notice appear in supporting
 ** documentation. This software is provided "as is" without express or
 ** implied warranty.
 */

Found in path(s):

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

/*
 * jccolor.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input colorspace conversion routines.
/*

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jinclude.h
No license file was found, but licenses were detected in source scan.

/ *
* jinclude.h
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* Modified 2017 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdgif.c
No license file was found, but licenses were detected in source scan.

/ *
* rdgif.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to read input images in GIF format.
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed GIF format).
*/
/
*/
* This code is loosely based on giftoppm from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* +-------------------------------------------------------------------+

* | Copyright 1990, David Koblas.                                      |
* | Permission to use, copy, modify, and distribute this software     |
* | and its documentation for any purpose and without fee is hereby   |
* | granted, provided that the above copyright notice appear in all   |
* | copies and that both that copyright notice and this permission    |
* | notice appear in supporting documentation. This software is       |
* | provided "as is" without express or implied warranty.             |
* +-------------------------------------------------------------------+
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdgif.c
No license file was found, but licenses were detected in source scan.

*/
* jdct.h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (jedctmgr.c, jdctmgr.c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease
* machine-dependent tuning (e.g., assembly coding).
* />

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdct.h
No license file was found, but licenses were detected in source scan.

="/*
* ckconfig.c
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* /

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/ckconfig.c
No license file was found, but licenses were detected in source scan.

="/*
* rdjpgcom.c
*

* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that displays
* the text in COM (comment) markers in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

/
* jidctfst.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
*
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jidctfst.c
No license file was found, but licenses were detected in source scan.

/*
* jcapistd.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains application interface code for the compression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-compression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_compress, it will end up linking in the entire compressor.
* We thus must separate this file from jcapimin.c to avoid linking the
* whole compression library into a transcoder.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a slow-but-accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
*
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.
*
* We also provide FDCT routines with various input sample block sizes for
* direct resolution reduction or enlargement and for direct resolving the
* common 2x1 and 1x2 subsampling cases without additional resampling: NxN
* (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 output DCT block.
*
* For N<8 we fill the remaining block coefficients with zero.
* For N>8 we apply a partial N-point FDCT on the input samples, computing
* just the lower 8 frequency coefficients and discarding the rest.
*
* We must scale the output coefficients of the N-point FDCT appropriately
* to the standard 8-point FDCT level by 8/N per 1-D pass. This scaling
* is folded into the constant multipliers (pass 2) and/or final/initial
* shifting.
*
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
* /

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemdos.c
 * 
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file provides an MS-DOS-compatible implementation of the system-
 * dependent portion of the JPEG memory manager. Temporary data can be
 * stored in extended or expanded memory as well as in regular DOS files.
 * 
 * If you use this file, you must be sure that NEED_FAR_POINTERS is defined
 * if you compile in a small-data memory model; it should NOT be defined if
 * you use a large-data memory model. This file is not recommended if you
 * are using a flat-memory-space 386 environment such as DJGCC or Watcom C.
 * Also, this code will NOT work if struct fields are aligned on greater than
 * 2-byte boundaries.
 * 
 * Based on code contributed by Ge' Weijers.
 */

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

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2018 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide IDCT routines with various output sample block sizes for
 * direct resolution reduction or enlargement and for direct resolving the
 * common 2x1 and 1x2 subsampling cases without additional resampling: NxN
 * (N=1...16), 2NxN, and Nx2N (N=1...8) pixels for one 8x8 input DCT block.
 *
 * For N<8 we simply take the corresponding low-frequency coefficients of
 * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
 * to yield the downscaled outputs.
 * This can be seen as direct low-pass downsampling from the DCT domain
 * point of view rather than the usual spatial domain point of view,
 * yielding significant computational savings and results at least
 * as good as common bilinear (averaging) spatial downsampling.
 *
 * For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
 * lower frequencies and higher frequencies assumed to be zero.
 * It turns out that the computational effort is similar to the 8x8 IDCT
 * regarding the output size.
 * Furthermore, the scaling and descaling is the same for all IDCT sizes.
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jpegsrc-v9d-tar-gz/jpeg-9d/jidctint.c
No license file was found, but licenses were detected in source scan.

/ *
* rdbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-, 24-, and 32-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
* Also, we don't support RLE-compressed files.
* 
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed BMP format).
* 
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jpegsrc-v9d-tar-gz/jpeg-9d/rdbmp.c
No license file was found, but licenses were detected in source scan.

/ *
* jmemmgr.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the JPEG system-independent memory management
* routines. This code is usable across a wide variety of machines; most
* of the system dependencies have been isolated in a separate file.
* The major functions provided here are:
  * pool-based allocation and freeing of memory;
  * policy decisions about how to divide available memory among the
    virtual arrays;
  * control logic for swapping virtual arrays between main memory and
    backing storage.
* The separate system-dependent file provides the actual backing-storage
  access code, and it contains the policy decision about how much total
  main memory to use.
* This file is system-dependent in the sense that some of its functions
  are unnecessary in some systems. For example, if there is enough virtual
  memory so that backing storage will never be used, much of the virtual
  array control logic could be removed. (Of course, if you have that much
  memory then you shouldn't care about a little bit of unused code...)
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmgr.c

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

/ *
* djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
* *
* Two different command line styles are permitted, depending on the
  compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options]  inputfile outputfile
* djpeg [options]  [inputfile]
* In the second style, output is always to standard output, which you'd
  normally redirect to a file or pipe to some other program. Input is
  either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
  don't support pipes. Also, you MUST use the first style if your system
  doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
  djpeg [options]  -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
 * cdjpeg.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains common support routines used by the IJG application
 * programs (cjpeg, djpeg, jpegtran).
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
 * jcprepct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains the compression preprocessing controller.
 * This controller manages the color conversion, downsampling,
 * and edge expansion steps.
 * Most of the complexity here is associated with buffering input rows
 * as required by the downsampler. See the comments at the head of
 * jcsample.c for the downsampler's needs.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
 * rdrle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2019 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains routines to read input images in Utah RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 */

__Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 2983__
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdrle.c
No license file was found, but licenses were detected in source scan.

/ *
* jdarith.c
*
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy decoding routines for JPEG
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdarith.c
No license file was found, but licenses were detected in source scan.

/ *
* jversion.h
*
* Copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains software version identification.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jversion.h
No license file was found, but licenses were detected in source scan.
jcmainct.c

Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the main buffer controller for compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsamped data in the JPEG colorspace.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcmainct.c
No license file was found, but licenses were detected in source scan.

jdmerge.c

Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains code for merged upsampling/color conversion.
*
* This file combines functions from jdsample.c and jdcolor.c;
* read those files first to understand what's going on.
*
* When the chroma components are to be upsamped by simple replication
* (ie, box filtering), we can save some work in color conversion by
* calculating all the output pixels corresponding to a pair of chroma
* samples at one time. In the conversion equations
* R = Y + K1 * Cr
* G = Y + K2 * Cb + K3 * Cr
* B = Y + K4 * Cb
* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.
*
* This file currently provides implementations for the following cases:
* YCC => RGB color conversion only (YCbCr or BG_YCC).
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
* the only common cases. (For uncommon cases we fall back on the more
* general code in jdsample.c and jdcolor.c.)
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmerge.c

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

/ *
* rdcolmap.c
 *
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file implements djpeg's "-map file" switch. It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
* Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
*   each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
* of each desired color. Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
*/

/* Portions of this code are based on the PBPLUS library, which is:
 **
 ** Copyright (C) 1988 by Jef Poskanzer.
 **
 ** Permission to use, copy, modify, and distribute this software and its
 ** documentation for any purpose and without fee is hereby granted, provided
 ** that the above copyright notice appear in all copies and that both that
 ** copyright notice and this permission notice appear in supporting
 ** documentation. This software is provided "as is" without express or
 ** implied warranty.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdcolmap.c

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

/ *
* transupp.c
This file contains image transformation routines and other utility code used by the jpegtran sample application. These are NOT part of the core JPEG library. But we keep these routines separate from jpegtran.c to ease the task of maintaining jpegtran-like programs that have other user interfaces.

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

IJJ JPEG LIBRARY: FILE LIST

Here is a road map to the files in the IJJ JPEG distribution. The distribution includes the JPEG library proper, plus two application programs ("cjpeg" and "djjpeg") which use the library to convert JPEG files to and from some other popular image formats. A third application "jpegtran" uses the library to do lossless conversion between different variants of JPEG. There are also two stand-alone applications, "rdjpgcom" and "wrjpgcom".

THE JPEG LIBRARY

Include files:

jpeglib.hJPEG library's exported data and function declarations.
jconfig.hConfiguration declarations. Note: this file is not present in the distribution; it is generated during installation.
jmorecfg.hAdditional configuration declarations; need not be changed for a standard installation.
jerror.hDeclares JPEG library's error and trace message codes.
jinclude.hCentral include file used by all IJJ .c files to reference system include files.
jpgint.hJPEG library's internal data structures.
jdct.hPrivate declarations for forward & reverse DCT subsystems.
jnmemsys.hPrivate declarations for memory management subsystem.
Applications using the library should include jpeglib.h (which in turn includes jconfig.h and jmorecfg.h). Optionally, jerror.h may be included if the application needs to reference individual JPEG error codes. The other include files are intended for internal use and would not normally be included by an application program. (cjjpeg/djpeg/etc do use jinclude.h, since its function is to improve portability of the whole IJG distribution. Most other applications will directly include the system include files they want, and hence won't need jinclude.h.)

C source code files:

These files contain most of the functions intended to be called directly by an application program:

jcapimin.c: Application program interface: core routines for compression.
jcapistd.c: Application program interface: standard compression.
jdapimin.c: Application program interface: core routines for decompression.
jdapistd.c: Application program interface: standard decompression.
jcomapi.c: Application program interface routines common to compression and decompression.
jparam.c: Compression parameter setting helper routines.
jctrans.c: API and library routines for transcoding compression.
jtrans.c: API and library routines for transcoding decompression.

Compression side of the library:

jcinit.c: Initialization: determines which other modules to use.
jcmaster.c: Master control: setup and inter-pass sequencing logic.
jmainct.c: Main buffer controller (preprocessor => JPEG compressor).
jprect.c: Preprocessor buffer controller.
jcoeft.c: Buffer controller for DCT coefficient buffer.
jcolor.c: Color space conversion.
jsample.c: Downsampling.
jdctmgr.c: DCT manager (DCT implementation selection & control).
jfctint.c: Forward DCT using slow-but-accurate integer method.
jfctfst.c: Forward DCT using faster, less accurate integer method.
jfctflt.c: Forward DCT using floating-point arithmetic.
jchuff.c: Huffman entropy coding.
jcarith.c: Arithmetic entropy coding.
jcmarker.c: JPEG marker writing.
jdadst.c: Data destination managers for memory and stdio output.

Decompression side of the library:

jdmaster.c: Master control: determines which other modules to use.
jdinput.c | Input controller: controls input processing modules.
jdmaint.c | Main buffer controller (JPEG decompressor => postprocessor).
jdcoeft.c | Buffer controller for DCT coefficient buffer.
jdpostct.c | Postprocessor buffer controller.
jdmarker.c | JPEG marker reading.
jdhuff.c | Huffman entropy decoding.
jdarith.c | Arithmetic entropy decoding.
jdctmgr.c | IDCT manager (IDCT implementation selection & control).
jdintct.c | Inverse DCT using slow-but-accurate integer method.
jdfastct.c | Inverse DCT using faster, less accurate integer method.
jdfltct.c | Inverse DCT using floating-point arithmetic.
jdsample.c | Upsampling.
jdcolor.c | Color space conversion.
jdmerge.c | Merged upsampling/color conversion (faster, lower quality).
jquant1.c | One-pass color quantization using a fixed-spacing colormap.
jquant2.c | Two-pass color quantization using a custom-generated colormap.
Also handles one-pass quantization to an externally given map.
jdatasrc.c | Data source managers for memory and stdio input.

Support files for both compression and decompression:

jaricom.c | Tables for common use in arithmetic entropy encoding and decoding routines.
jerror.c | Standard error handling routines (application replaceable).
jmemmgr.c | System-independent (more or less) memory management code.
jutils.c | Miscellaneous utility routines.

jmemmgr.c relies on a system-dependent memory management module. The IJG distribution includes the following implementations of the system-dependent module:

jmemnobs.c | "No backing store": assumes adequate virtual memory exists.
jmemansi.c | Makes temporary files with ANSI-standard routine tmpfile().
jmemname.c | Makes temporary files with program-generated file names.
jmemdos.c | Custom implementation for MS-DOS (16-bit environment only):
can use extended and expanded memory as well as temp files.
jmemmac.c | Custom implementation for Apple Macintosh.

Exactly one of the system-dependent modules should be configured into an installed JPEG library (see install.txt for hints about which one to use).
On unusual systems you may find it worthwhile to make a special system-dependent memory manager.

Non-C source code files:

jnemdosasm80x86 | 80x86 assembly code support for jmemdos.c; used only in MS-DOS-specific configurations of the JPEG library.
CJPEG/DJPEG/JPEGTRAN
================================

Include files:

cdjpeg.h Declarations shared by cjpeg/djpeg/jpegtran modules.
cderror.h Additional error and trace message codes for cjpeg et al.
transupp.h Declarations for jpegtran support routines in transupp.c.

C source code files:

cjpeg.c Main program for cjpeg.
djpeg.c Main program for djpeg.
jpegtran.c Main program for jpegtran.
cdjpeg.c Utility routines used by all three programs.
rdcolmap.c Code to read a colormap file for djpeg's "-map" switch.
rdswitch.c Code to process some of cjpeg's more complex switches. Also used by jpegtran.
transupp.c Support code for jpegtran: lossless image manipulations.

Image file reader modules for cjpeg:

rdbmp.c BMP file input.
rdgif.c GIF file input.
rdppm.c PPM/PGM file input.
rdrle.c Utah RLE file input.
rdtarga.c Targa file input.

Image file writer modules for djpeg:

wrbmp.c BMP file output.
wrgif.c GIF file output.
wrppm.c PPM/PGM file output.
wrdrle.c Utah RLE file output.
wrtdtarga.c Targa file output.

RDJPGCOM/WRJPGCOM
==================

C source code files:

rdjpgcom.c Stand-alone rdjpgcom application.
wrjpgcom.c Stand-alone wrjpgcom application.

These programs do not depend on the IJG library. They do use
jconfig.h and jinclude.h, only to improve portability.

**ADDITIONAL FILES**

Documentation (see README for a guide to the documentation files):

- README: Master documentation file.
- *.txt: Other documentation files.
- *.1: Documentation in Unix man page format.
- example.c: Sample code for calling JPEG library.

Configuration/installation files and programs (see install.txt for more info):

- configure: Unix shell script to perform automatic configuration.
- configure.ac: Source file for use with Autoconf to generate configure.
- ltmain.sh: Support scripts for configure (from GNU libtool).
- config.guess
- config.sub
- depcomp
- missing
- ar-lib
- compile
- install-sh: Install shell script for those Unix systems lacking one.
- Makefile.in: Makefile input for configure.
- Makefile.am: Source file for use with Automake to generate Makefile.in.
- ckconfig.c: Program to generate jconfig.h on non-Unix systems.
- jconfig.txt: Template for making jconfig.h by hand.
- mak*: *: Sample makefiles for particular systems.
- jconfig.*: Sample jconfig.h for particular systems.
- libjpeg.map: Script to generate shared library with versioned symbols.
- libjpeg.pc: inilibjpeg.pc pkg-config file input for configure.
- aclocal.m4: M4 macro definitions for use with Autoconf.

Test files (see install.txt for test procedure):

- test*: *: Source and comparison files for confidence test.
  These are binary image files, NOT text files.

Found in path(s):

* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/filelist.txt
No license file was found, but licenses were detected in source scan.

/*
 * jccoefct.c
 *
Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jdcoefct.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2002-2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the coefficient buffer controller for decompression.
 * This controller is the top level of the JPEG decompressor proper.
 * The coefficient buffer lies between entropy decoding and inverse-DCT steps.
 *
 * In buffered-image mode, this controller is the interface between
 * input-oriented processing and output-oriented processing.
 * Also, the input side (only) is used when reading a file for transcoding.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcparam.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcparam.c
No license file was found, but licenses were detected in source scan.

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 */
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file contains routines to write output images in GIF format.

These routines may need modification for non-Unix environments or specialized applications. As they stand, they assume output to an ordinary stdio stream.

This code is loosely based on ppmtogif from the PBMPLUS distribution
of Feb. 1991. That file contains the following copyright notice:
    Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
    Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
    Copyright (C) 1989 by Jef Poskanzer.
    Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation. This software is provided "as is" without express or implied warranty.

This file contains input control logic for the JPEG decompressor.
These routines are concerned with controlling the decompressor's input processing (marker reading and coefficient decoding). The actual input reading is done in jdmarker.c, jdhuff.c, and jdarith.c.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrgif.c

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

*/
* jdinput.c
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input control logic for the JPEG decompressor.
* These routines are concerned with controlling the decompressor's input
* processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuff.c, and jdarith.c.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdinput.c
No license file was found, but licenses were detected in source scan.

*/
* rdtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Targa format.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdin stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed Targa format).
*
* Based on code contributed by Lee Daniel Crocker.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/rdtarga.c
No license file was found, but licenses were detected in source scan.

/
* jcdctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/
* jmemansi.c
*
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a simple generic implementation of the system-
* dependent portion of the JPEG memory manager. This implementation
* assumes that you have the ANSI-standard library routine tmpfile().
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jpegsrc-v9d-tar-gz/jpeg-9d/jmemansi.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jpegsrc-v9d-tar-gz/jpeg-9d/jerror.c
No license file was found, but licenses were detected in source scan.

/*
* cdjpeg.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2019 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains common declarations for the sample applications
cjpeg and djpeg. It is NOT used by the core JPEG library.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.470/jpegsrc-v9d-tar-gz/jpeg-9d/cdjpeg.h
No license file was found, but licenses were detected in source scan.

/*
 * jdpostct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the decompression postprocessing controller.
 * This controller manages the upsampling, color conversion, and color
 * quantization/reduction steps; specifically, it controls the buffering
 * between upsample/color conversion and color quantization/reduction.
 *
 * If no color quantization/reduction is required, then this module has no
 * work to do, and it just hands off to the upsample/color conversion code.
 * An integrated upsample/convert/quantize process would replace this module
 * entirely.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdpostct.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmarker.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to decode JPEG datastream markers.
 * Most of the complexity arises from our desire to support input
 * suspension: if not all of the data for a marker is available,
 * we must exit back to the application. On resumption, we reprocess
 * the marker.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jdmarker.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemmac.c
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
*For conditions of distribution and use, see the accompanying README file.*

* jmemmac.c provides an Apple Macintosh implementation of the system-dependent portion of the JPEG memory manager.

* If you use jmemmac.c, then you must define USE_MAC_MEMMGR in the JPEG_INTERNALS part of jconfig.h.

* jmemmac.c uses the Macintosh toolbox routines NewPtr and DisposePtr instead of malloc and free. It accurately determines the amount of memory available by using CompactMem. Notice that if left to its own devices, this code can chew up all available space in the application's zone, with the exception of the rather small "slop" factor computed in jpeg_mem_available(). The application can ensure that more space is left over by reducing max_memory_to_use.

* Large images are swapped to disk using temporary files and System 7.0+'s temporary folder functionality.

* Note that jmemmac.c depends on two features of MacOS that were first introduced in System 7: FindFolder and the FSSpec-based calls.

* If your application uses jmemmac.c and is run under System 6 or earlier, and the jpeg library decides it needs a temporary file, it will abort, printing error messages about requiring System 7. (If no temporary files are created, it will run fine.)

* If you want to use jmemmac.c in an application that might be used with System 6 or earlier, then you should remove dependencies on FindFolder and the FSSpec calls. You will need to replace FindFolder with some other mechanism for finding a place to put temporary files, and you should replace the FSSpec calls with their HFS equivalents:

  * FSspDelete -> HDelete
  * FSspGetFInfo -> HGetFInfo
  * FSspCreate -> HCreate
  * FSspOpenDF -> HOpen *** Note: not HOpenDF ***
  * FSMakeFSSpec -> (fill in spec by hand.)

* (Use HOpen instead of HOpenDF. HOpen is just a glue-interface to PBHOpen, which is on all HFS macs. HOpenDF is a System 7 addition which avoids the ages-old problem of names starting with a period.)

* Contributed by Sam Bushell (jsam@iagu.on.net) and Dan Gildor (gyld@in-touch.com).

*/

Found in path(s):
/ /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jmemmac.c
No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software

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

README for release 9d of 12-Jan-2020

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

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

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

IJG is not affiliated with the ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16).

DOCUMENTATION ROADMAP

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

This file contains the following sections:

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

Other documentation files in the distribution are:

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

Programmer and internal documentation:
libjpeg.txt  How to use the JPEG library in your own programs.
example.c  Sample code for calling the JPEG library.
structure.txt  Overview of the JPEG library's internal structure.
filelist.txt  Road map of IJG files.
Please read at least the files install.txt and usage.txt. Some 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 encoding, decoding, and transcoding. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and grayscale images.

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. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

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

We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

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

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

LEGAL ISSUES
============

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-2020, Thomas G. Lane, Guido Vollbeding. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:
(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.
(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

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

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".
We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

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, ltmain.sh). Another support script, install-sh, is copyright by X Consortium but is also freely distributable.

REFERENCES
==========
We 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 PDF file containing a revised version of Wallace's article is available at http://www.ijg.org/files/Wallace.JPEG.pdf. 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 currently available 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). Although this is by far the most detailed and comprehensive exposition of JPEG publicly available, we point out that it is still missing an explanation of the most essential properties and algorithms of the underlying DCT
If you think that you know about DCT-based JPEG after reading this book, then you are in delusion. The real fundamentals and corresponding potential of DCT-based JPEG are not publicly known so far, and that is the reason for all the mistaken developments taking place in the image coding domain.


IJG JPEG 9 introduces a reversible color transform for improved lossless compression which is described in a contributed document ISO/IEC JTC1/SC29/WG1 N 6080 with title "JPEG 9 Lossless Coding", June/July 2012, Paris, France.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, version 2.

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 http://www.ijg.org/files/.

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.
The "official" archive site for this software is www.ijg.org. The most recent released version can always be found there in directory "files". This particular version will be archived as http://www.ijg.org/files/jpegsrc.v9d.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr9d.zip.


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

ACKNOWLEDGMENTS
===============

Thank to Juergen Bruder for providing me with a copy of the common DCT algorithm article, only to find out that I had come to the same result in a more direct and comprehensible way with a more generative approach.

Thank to Istvan Sebestyen and Joan L. Mitchell for inviting me to the ITU JPEG (Study Group 16) meeting in Geneva, Switzerland.

Thank to Thomas Wiegand and Gary Sullivan for inviting me to the Joint Video Team (MPEG & ITU) meeting in Geneva, Switzerland.

Thank to Thomas Richter and Daniel Lee for inviting me to the ISO/IEC JTC1/SC29/WG1 (previously known as JPEG, together with ITU-T SG16) meeting in Berlin, Germany.

Thank to John Korejwa and Massimo Ballerini for inviting me to fruitful consultations in Boston, MA and Milan, Italy.

Thank to Hendrik Elstner, Roland Fassauer, Simone Zuck, Guenther Maier-Gerber, Walter Stoeber, Fred Schmitz, and Norbert Braunagel for corresponding business development.

Thank to Nico Zschach and Dirk Stelling of the technical support team at the Digital Images company in Halle for providing me with extra equipment for configuration tests.

Thank to Richard F. Lyon (then of Foveon Inc.) for fruitful communication about JPEG configuration in Sigma Photo Pro software.
Thank to Andrew Finkenstadt for hosting the ijk.org site.

Thank to Thomas G. Lane for the original design and development of this singular software package.

Thank to Lars Goehler, Andreas Heinecke, Sebastian Fuss, Yvonne Roebert, Andrej Werner, and Ulf-Dietrich Braumann for support and public relations.

FILE FORMAT WARS
===============

The ISO/IEC JTC1/SC29/WG1 standards committee (previously known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which is misleading because these formats are incompatible with original DCT-based JPEG and are based on faulty technologies. IJG therefore does not and will not support such momentary mistakes (see REFERENCES). There exist also distributions under the name "OpenJPEG" promoting such kind of formats which is misleading because they don't support original JPEG images.

We have no sympathy for the promotion of inferior formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files. Don't use an incompatible file format!

(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

The ISO committee pretends to be "responsible for the popular JPEG" in their public reports which is not true because they don't respond to actual requirements for the maintenance of the original JPEG specification. Furthermore, the ISO committee pretends to "ensure interoperability" with their standards which is not true because their "standards" support only application-specific and proprietary use cases and contain mathematically incorrect code.

There are currently different distributions in circulation containing the name "libjpeg" which is misleading because they don't have the features and are incompatible with formats supported by actual IJG libjpeg distributions. One of those fakes is released by members of the ISO committee and just uses the name of libjpeg for misdirection of people, similar to the abuse of the name JPEG as described above, while having nothing in common with actual IJG libjpeg distributions and containing mathematically incorrect code. The other one claims to be a "derivative" or "fork" of the original libjpeg, but violates the license conditions as described under LEGAL ISSUES above and violates basic C programming properties.

We have no sympathy for the release of misleading, incorrect and illegal distributions derived from obsolete code bases.
Don't use an obsolete code base!

According to the UCC (Uniform Commercial Code) law, IJG has the lawful and legal right to foreclose on certain standardization bodies and other institutions or corporations that knowingly perform substantial and systematic deceptive acts and practices, fraud, theft, and damaging of the value of the people of this planet without their knowing, willing and intentional consent. The titles, ownership, and rights of these institutions and all their assets are now duly secured and held in trust for the free people of this planet. People of the planet, on every country, may have a financial interest in the assets of these former principals, agents, and beneficiaries of the foreclosed institutions and corporations.

IJG asserts what is: that each man, woman, and child has unalienable value and rights granted and deposited in them by the Creator and not any one of the people is subordinate to any artificial principality, corporate fiction or the special interest of another without their appropriate knowing, willing and intentional consent made by contract or accommodation agreement. IJG expresses that which already was. The people have already determined and demanded that public administration entities, national governments, and their supporting judicial systems must be fully transparent, accountable, and liable.

IJG has secured the value for all concerned free people of the planet.

A partial list of foreclosed institutions and corporations ("Hall of Shame") is currently prepared and will be published later.

TO DO
 =====

Version 9 is the second release of a new generation JPEG standard to overcome the limitations of the original JPEG specification, and is the first true source reference JPEG codec. More features are being prepared for coming releases...

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/README

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

/ *
* cjpeg.c *

* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains a command-line user interface for the JPEG compressor.
* It should work on any system with Unix- or MS-DOS-style command lines.

* Two different command line styles are permitted, depending on the
  compile-time switch TWO_FILE_COMMANDLINE:
  *cjjpeg [options] inputfile outputfile
  *cjjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
  normally redirect to a file or pipe to some other program. Input is
  either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
  don't support pipes. Also, you MUST use the first style if your system
  doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
  *cjjpeg [options] -outfile outputfile inputfile
  * works regardless of which command line style is used.
*/

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cjpeg.c
No license file was found, but licenses were detected in source scan.

/*
 * transupp.h
 *
 * Copyright (C) 1997-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group\'s software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains declarations for image transformation routines and
 * other utility code used by the jpegtran sample application. These are
 * NOT part of the core JPEG library. But we keep these routines separate
 * from jpegtran.c to ease the task of maintaining jpegtran-like programs
 * that have other user interfaces.
 *
 * NOTE: all the routines declared here have very specific requirements
 * about when they are to be executed during the reading and writing of the
 * source and destination files. See the comments in transupp.c, or see
 * jpegtran.c for an example of correct usage.
 */

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/transupp.h
No license file was found, but licenses were detected in source scan.

/
* cderror.h
  *
  * Copyright (C) 1994-1997, Thomas G. Lane.
  * This file is part of the Independent JPEG Group's software.
  * For conditions of distribution and use, see the accompanying README file.
  *
  * This file defines the error and message codes for the cjpeg/djpeg
  * applications. These strings are not needed as part of the JPEG library
  * proper.
  * Edit this file to add new codes, or to translate the message strings to
  * some other language.
  */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/cderror.h
No license file was found, but licenses were detected in source scan.

/*
 * jquant1.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jquant1.c
No license file was found, but licenses were detected in source scan.

/*
 * wrbmp.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Microsoft "BMP"
 * format (MS Windows 3.x and OS/2 1.x flavors).
 * Either 8-bit colormapped or 24-bit full-color format can be written.
 * No compression is supported.
 *
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrbmp.c
No license file was found, but licenses were detected in source scan.

/ *
* jddctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2013 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
*
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
*/opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/ *
* jmemname.c
*
* Copyright (C) 1992-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file provides a generic implementation of the system-dependent
* portion of the JPEG memory manager. This implementation assumes that
* you must explicitly construct a name for each temp file.
* Also, the problem of determining the amount of memory available
* is shoved onto the user.
*/

Found in path(s):
/* jpegtran.c
 *
 * Copyright (C) 1995-2019, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpeg.c, and partly to djpeg.c, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jpegtran.c
No license file was found, but licenses were detected in source scan.

/*
 * wrppm.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/wrppm.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2019, Thomas G. Lane, Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.
This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

**OVERVIEW**

Functions provided by the library

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support 8-bit to 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use different precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in
particular the widely used JFIF file format. The library can be used by
surrounding code to process interchange or abbreviated JPEG datastreams that
are embedded in more complex file formats. (For example, this library is
used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
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The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
  jpeg_start_compress(...);
  while (scan lines remain to be written)
  jpeg_write_scanlines(...);
  jpeg_finish_compress(...);
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG
library. We make creation/destruction of the object separate from starting
or finishing compression of an image; the same object can be re-used for a
series of image compression operations. This makes it easy to re-use the
same parameter settings for a sequence of images. Re-use of a JPEG object
also has important implications for processing abbreviated JPEG datastreams,
as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from
in-memory buffers. If the application is doing file-to-file compression,
reading image data from the source file is the application's responsibility.
The library emits compressed data by calling a "data destination manager",
which typically will write the data into a file; but the application can
provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
  jpeg_start_decompress(...);
  while (scan lines remain to be read)
  jpeg_read_scanlines(...);
  jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the
datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation by calling jpeg_abort(); or, if you do not need to retain the JPEG object, simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression or decompression object. Therefore it is possible to process multiple compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-memory fashion, if suitable source/destination managers are used. See the section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
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Data formats
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Before diving into procedural details, it is helpful to understand the image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each pixel having the same number of "component" or "sample" values (color channels). You must specify how many components there are and the colorspace interpretation of the components. Most applications will use RGB data (three components per pixel) or grayscale data (one component per pixel). PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE. A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can
feed in a colormapped image by expanding it to full-color format. However JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 9 to 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

Compression details

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Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```c
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
```
... if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

- image_width: Width of image, in pixels
- image_height: Height of image, in pixels
- input_components: Number of color channels (samples per pixel)
- in_color_space: Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and input_components is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The in_color_space field must be assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call
jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

cinfo.image_width = Width; /* image width and height, in pixels */
cinfo.image_height = Height;
cinfo.input_components = 3; /* # of color components per pixel */
cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

jpeg_set_defaults(&cinfo);
/* Make optional parameter settings here */

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

jpeg_start_compress(&cinfo, TRUE);

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
jpeg_write_scanlines(...);

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom
order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far in the next_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. example.c shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```c
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg_write_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:
* If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen.

In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination.

jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

```c
jpeg_finish_compress(&cinfo);
```
If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.

Typical code:

jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:
* If you don't need the JPEG object any more, just call 
  jpeg_destroy_compress() or jpeg_destroy() to release memory. This is 
  legitimate at any point after calling jpeg_create_compress() --- in fact, 
  it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call 
  jpeg_abort() which works on both compression and decompression objects. 
  This will return the object to an idle state, releasing any working memory. 
  jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your 
responsibility; neither of these routines will call term_destination(). 
(See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG 
object that has reported an error by calling error_exit (see "Error handling" 
for more info). The internal state of such an object is likely to be out of 
whack. Either of these two routines will return the object to a known state.

Decompression details
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Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

   This is just like initialization for compression, as discussed above, 
   except that the object is a "struct jpeg_decompress_struct" and you 
call jpeg_create_decompress(). Error handling is exactly the same.

   Typical code:

   ```c
   struct jpeg_decompress_struct cinfo;
   struct jpeg_error_mgr jerr;

   cinfo.err = jpeg_std_error(&jerr);
   jpeg_create_decompress(&cinfo);
   ```

   (Both here and in the IJG code, we usually use variable name "cinfo" for 
   both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

   As previously mentioned, the JPEG library reads compressed data from a "data 
   source" module. The library includes one data source module which knows how
to read from a stdio stream. You can use your own source module if you want
to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream
beforehand. Typical code for this step looks like:

FILE *infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged.
On non-Unix systems the stdio library may perform newline translation or
otherwise corrupt binary data. To suppress this behavior, you may need to use
a "b" option to fopen (as shown above), or use setmode() or another routine to
put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that
has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and
jpeg_finish_decompress(). If you wish to read a series of JPEG images from
a single source file, you should repeat the jpeg_read_header() to
jpeg_finish_decompress() sequence without reinitializing either the JPEG
object or the data source module; this prevents buffered input data from
being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

jpeg_read_header(&cinfo, TRUE);

This will read the source datastream header markers, up to the beginning
of the compressed data proper. On return, the image dimensions and other
info have been stored in the JPEG object. The application may wish to
consult this information before selecting decompression parameters.

More complex code is necessary if
* A suspending data source is used --- in that case jpeg_read_header()
may return before it has read all the header data. See "I/O suspension",
below. The normal stdio source manager will NOT cause this to happen.
* Abbreviated JPEG files are to be processed --- see the section on
abbreviated datastreams. Standard applications that deal only in
interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg_read_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include
output_width: image width and height, as scaled
output_height
out_color_components: # of color components in out_color_space
output_components: # of color components returned per pixel
colormap: the selected colormap, if any
actual_number_of_colors: number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
   jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.) The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that
jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);

If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct total number of scanlines. If you wish to abort decompression, call jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of destroying compression objects applies here too.

Typical code:

jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don't need the JPEG object any more, or
jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc
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Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of
your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

jpeg_set_defaults (j_compress_ptr cinfo)
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field in_color_space, which must already be set in cinfo). Many applications will only need to use this routine and perhaps jpeg_set_quality().

jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)
Sets the JPEG file's colorspace (field jpeg_color_space) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call jpeg_set_colorspace() before rather than after.

jpeg_default_colorspace (j_compress_ptr cinfo)
Selects an appropriate JPEG colorspace based on cinfo->in_color_space, and calls jpeg_set_colorspace(). This is actually a subroutine of jpeg_set_defaults(). It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale
recommended by IJG (cjjpeg’s "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)
Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
Set default quantization tables with linear q_scale_factor[] values (see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl, const unsigned int *basic_table, int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl indicates which table slot to fill. basic_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale_factor/100 and then clamped to the range 1..65535 (or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected the basic table to be given in JPEG zigzag order. If you need to write code that works with either older or newer versions of this routine, you must check the library version number. Something like "#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file. This is the recommended method of creating a progressive file, unless you want to make a custom scan sequence. You must ensure that the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

boolean arith_code
If TRUE, use arithmetic coding.
If FALSE, use Huffman coding.

int block_size
Set DCT block size. All N from 1 to 16 are possible.
Default is 8 (baseline format).
Larger values produce higher compression,
smaller values produce higher quality.
An exact DCT stage is possible with 1 or 2.
With the default quality of 75 and default Luminance qtable
the DCT+Quantization stage is lossless for value 1.
Note that values other than 8 require a SmartScale capable decoder,
introduced with IJG JPEG 8. Setting the block_size parameter for
compression works with version 8c and later.

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern. JDCT_DEFAULT and
JDCT_FASTEST are macros configurable by each installation.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is
1/1, or no scaling. Currently, the supported scaling ratios are
M/N with all N from 1 to 16, where M is the destination DCT size,
which is 8 by default (see block_size parameter above).
(The library design allows for arbitrary scaling ratios but this
is not likely to be implemented any time soon.)
J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see
"Special color spaces", below, for more info. We recommend using
jpeg_set_colorspace() if you want to change these.

J_COLOR_TRANSFORM color_transform
Internal color transform identifier, writes LSE marker if nonzero
requires decoder with inverse color transform support, introduced
with IJG JPEG 9).
Two values are currently possible: JCT_NONE and JCT_SUBTRACT_GREEN.
Set this value for lossless RGB application *before* calling
jpeg_set_colorspace(), because entropy table assignment in
jpeg_set_colorspace() depends on color_transform.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables
for the image. This requires an extra pass over the data and
therefore costs a good deal of space and time. The default is
FALSE, which tells the compressor to use the supplied or default
Huffman tables. In most cases optimal tables save only a few percent
of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do
supply will be overwritten.

unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero.
Set restart_interval to specify the exact interval in MCU blocks.
Set restart_in_rows to specify the interval in MCU rows. (If
restart_in_rows is not 0, then restart_interval is set after the
image width in MCUs is computed.) Defaults are zero (no restarts).
One restart marker per MCU row is often a good choice.
NOTE: the overhead of restart markers is higher in grayscale JPEG
files than in color files, and MUCH higher in progressive JPEGs.
If you use restarts, you may want to use larger intervals in those
cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to
an array of scan definition records of length num_scans. The
compressor will then write a JPEG file having one scan for each scan
definition record. This is used to generate noninterleaved or
progressive JPEG files. The library checks that the scan array
defines a valid JPEG scan sequence. (jpeg_simple_progression creates
a suitable scan definition array for progressive JPEG.) This is
discussed further under "Progressive JPEG support".

**boolean do_fancy_downsampling**
If TRUE, use direct DCT scaling with DCT size > 8 for downsampling of chroma components.
If FALSE, use only DCT size <= 8 and simple separate downsampling. Default is TRUE.
For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_upsampling value in decompression.

**int smoothing_factor**
If non-zero, the input image is smoothed; the value should be 1 for minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

**boolean write_JFIF_header**
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and jpeg_set_colors pace() set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

**UINT8 JFIF_major_version**
**UINT8 JFIF_minor_version**
The version number to be written into the JFIF marker.
jpeg_set_defaults() initializes the version to 1.01 (major=minor=1).
You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

**UINT8 density_unit**
**UINT16 X_density**
**UINT16 Y_density**
The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

**boolean write_Adobe_marker**
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and jpeg_set_colors pace() set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

**JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TTLS]**
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should
be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
Linear quantization scaling factors (percentage, initialized 100) for use with jpeg_default_qtables().
See rdswitch.c and cjpe.c for an example of usage.
Note that the q_scale_factor[] fields are the "linear" scales, so you have to convert from user-defined ratings via jpeg_quality_scaling().

Here is an example code which corresponds to cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);

/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

jpeg_default_qtables(cinfo, force_baseline);

CAUTION: You must also set 1x1 subsampling for efficient separate color quality selection, since the default value used by library is 2x2:

cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_widthActual dimensions of output image.
Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

```c
int component_id
```
The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

```c
int h_samp_factor
int v_samp_factor
```
Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

```c
int quant_tbl_no
```
Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

```c
int dc_tbl_no
```
```c
int ac_tbl_no
```
DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

```c
int component_index
```
Must equal the component's index in comp_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

**Decompression parameter selection**

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see "Abbreviated datastreams", below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality
tradeoffs, in which faster decompression may be obtained at the price of
a poorer-quality image. The defaults select the highest quality (slowest)
processing.

The following fields in the JPEG object are set by jpeg_read_header() and
may be useful to the application in choosing decompression parameters:

JDIMENSION image_width
Width and height of image
JDIMENSION image_height
int num_components
Number of color components
J_COLOR_SPACE jpeg_color_space
Colors of image
boolean saw_JFIF_marker
TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version
Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit
Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker
TRUE if an Adobe APP14 marker was seen
UINT8 Adobe_transform
Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG
standard proper does not provide a way to record it. In practice most files
adhere to the JFIF or Adobe conventions, and the decoder will recognize these
correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the
returned image are:

J_COLOR_SPACE out_color_space
Output color space. jpeg_read_header() sets an appropriate default
based on jpeg_color_space; typically it will be RGB or grayscale.
The application can change this field to request output in a different
colorspace. For example, set it to JCS_GRAYSCALE to get grayscale
output from a color file. (This is useful for previewing: grayscale
output is faster than full color since the color components need not
be processed.) Note that not all possible color space transforms are
currently implemented; you may need to extend jdcolor.c if you want an
unusual conversion.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Currently,
the supported scaling ratios are M/N with all M from 1 to 16, where
N is the source DCT size, which is 8 for baseline JPEG. (The library
design allows for arbitrary scaling ratios but this is not likely
to be implemented any time soon.) The values are initialized by
jpeg_read_header() with the source DCT size. For baseline JPEG
this is 8/8. If you change only the scale_num value while leaving
the other unchanged, then this specifies the DCT scaled size to be
applied on the given input. For baseline JPEG this is equivalent
to M/8 scaling, since the source DCT size for baseline JPEG is 8.
Smaller scaling ratios permit significantly faster decoding since
fewer pixels need be processed and a simpler IDCT method can be used.

boolean quantize_colors
If set TRUE, colormapped output will be delivered. Default is FALSE,
meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize_colors is TRUE.

int desired_number_of_colors
Maximum number of colors to use in generating a library-supplied color
map (the actual number of colors is returned in a different field).
Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color
map for the image. This usually looks a lot better than the one-size-
fits-all colormap that is used otherwise. Default is TRUE. Ignored
when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE	no dithering: fast, very low quality
JDITHER_ORDERED	ordered dither: moderate speed and quality
JDITHER_FS	Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented
only in the single-pass, standard-colormap case. If you ask for
ordered dither when two_pass_quantize is TRUE or when you supply
an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next
two fields. colormap is set to NULL by jpeg_read_header(). The application
can supply a color map by setting colormap non-NULL and setting
actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress()
selects a suitable color map and sets these two fields itself.
[Implementation restriction: at present, an externally supplied colormap is
only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components
rows and actual_number_of_colors columns. Ignored if not quantizing.
CAUTION: if the JPEG library creates its own colormap, the storage
pointed to by this field is released by jpeg_finish_decompress().
Copy the colormap somewhere else first, if you want to save it.
int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling
If TRUE, use direct DCT scaling with DCT size > 8 for upsampling of chroma components.
If FALSE, use only DCT size <= 8 and simple separate upsampling. Default is TRUE.
For better image stability in multiple generation compression cycles it is preferable that this value matches the corresponding do_fancy_downsampling value in compression.

boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without.
In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings.
This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width Actual dimensions of output image.
JDIMENSION output_height
int out_color_components Number of color components in out_color_space.
int output_components Number of color components returned.
int rec_outbuf_height Recommended height of scanline buffer.
When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4).

If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
---------------------

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing JPEG file interchange format standards specify YCbCr or GRAYSCALE data (JFIF version 1), GRAYSCALE, RGB, YCbCr, CMYK, or YCCK (Adobe), or BG_RGB or BG_YCC (big gamut color spaces, JFIF version 2). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field in_color_space. This is transformed to the JPEG file's color space given by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color space depending on in_color_space, but you can override this by calling jpeg_set_colorsapce(). Of course you must select a supported transformation. jccolor.c currently supports the following transformations:

RGB => YCbCr
RGB => GRAYSCALE
RGB => BG_YCC
YCbCr => GRAYSCALE
YCbCr => BG_YCC
CMYK => YCCK
plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB,
BG_RGB => BG_RGB, YCbCr => YCbCr, BG_YCC => BG_YCC, CMYK => CMYK,
YCCK => YCCK, and UNKNOWN => UNKNOWN.
The file interchange format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the interchange standards.

`jpeg_set_colors()` will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space. For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting `in_color_space` and `jpeg_color_space` to `JCS_YCbCr`; use `JCS_UNKNOWN`. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is `UNKNOWN`, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for `jpeg_set_colors()`, in `jcparam.c`, for details.

For decompression, the JPEG file's color space is given in `jpeg_color_space`, and this is transformed to the output color space `out_color_space`. `jpeg_read_header`'s setting of `jpeg_color_space` can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override `jpeg_read_header`'s guess by setting `jpeg_color_space`. `jpeg_read_header` also selects a default output color space based on (its guess of) `jpeg_color_space`; set `out_color_space` to override this. Again, you must select a supported transformation. `jdcolor.c` currently supports

\[
\begin{align*}
\text{YCbCr} & \Rightarrow \text{RGB} \\
\text{YCbCr} & \Rightarrow \text{GRAYSCALE} \\
\text{BG\_YCC} & \Rightarrow \text{RGB} \\
\text{BG\_YCC} & \Rightarrow \text{GRAYSCALE} \\
\text{RGB} & \Rightarrow \text{GRAYSCALE} \\
\text{GRAYSCALE} & \Rightarrow \text{RGB} \\
\text{YCC} & \Rightarrow \text{CMYK}
\end{align*}
\]

as well as the null transforms. (Since `GRAYSCALE`=>`RGB` is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, `jquant2.c`, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that `jquant2.c` is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot
“fix” this in the library by inverting the data during the CMYK<=>YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on stderr, followed by exit(). You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file example.c illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (jerror.c) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling jpeg_std_error() as usual, but then overriding some of the method pointers in the jpeg_error_mgr struct, as illustrated by example.c.

All of the error handling routines will receive a pointer to the JPEG object (a j_common_ptr which points to either a jpeg_compress_struct or a jpeg_decompress_struct; if you need to tell which, test the is_decompressor field). This struct includes a pointer to the error manager struct in its "err" field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG object or the jpeg_error_mgr struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see example.c for one way to do it. (Beginning
with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch client_data at all.

The individual methods that you might wish to override are:

**error_exit (j_common_ptr cinfo)**
Receives control for a fatal error. Information sufficient to generate the error message has been stored in cinfo->err; call output_message to display it. Control must NOT return to the caller; generally this routine will exit() or longjmp() somewhere. Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg_abort() or jpeg_destroy().

**output_message (j_common_ptr cinfo)**
Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

**format_message (j_common_ptr cinfo, char * buffer)**
Constructs a readable error message string based on the error info stored in cinfo->err. This method is called by output_message. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

**emit_message (j_common_ptr cinfo, int msg_level)**
Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and
err->last_addon_message. If you number the addon messages beginning at 1000
or so, you won't have to worry about conflicts with the library's built-in
messages. See the sample applications cjpeg/djpeg for an example of using
addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:
ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.
These macros store the message code and any additional parameters into the
error handler struct, then invoke the error_exit() or emit_message() method.
The variants of each macro are for varying numbers of additional parameters.
The additional parameters are inserted into the generated message using
standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)
-----------------------------------------------------------

The JPEG compression library sends its compressed data to a "destination
manager" module. The default destination manager just writes the data to a
memory buffer or to a stdio stream, but you can provide your own manager to
do something else. Similarly, the decompression library calls a "source
manager" to obtain the compressed data; you can provide your own source
manager if you want the data to come from somewhere other than a memory
buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the
destination or source manager provides a work buffer, and the library invokes
the manager only when the buffer is filled or emptied. (You could define a
one-character buffer to force the manager to be invoked for each byte, but
that would be rather inefficient.) The buffer's size and location are
controlled by the manager, not by the library. For example, the memory
source manager just makes the buffer pointer and length point to the original
data in memory. In this case the buffer-reload procedure will be invoked
only if the decompressor ran off the end of the datastream, which would
indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally
"char" or "unsigned char". On a machine where char is not exactly 8 bits
wide, you must define JOCTET as a wider data type and then modify the data
source and destination modules to transcribe the work arrays into 8-bit units
on external storage.

A data destination manager struct contains a pointer and count defining the
next byte to write in the work buffer and the remaining free space:
JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer; /* # of byte spaces remaining in buffer */

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty_output_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

**init_destination (j_compress_ptr cinfo)**
Initialize destination. This is called by jpeg_start_compress() before any data is actually written. It must initialize next_output_byte and free_in_buffer. free_in_buffer must be initialized to a positive value.

**empty_output_buffer (j_compress_ptr cinfo)**
This is called whenever the buffer has filled (free_in_buffer reaches zero). In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of next_output_byte and free_in_buffer). Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped. free_in_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

**term_destination (j_compress_ptr cinfo)**
Terminate destination --- called by jpeg_finish_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.

**term_destination()** is NOT called by jpeg_abort() or jpeg_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional framnishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes
The library increments the pointer and decrements the count until the buffer is emptied. The manager's `fill_input_buffer` method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

- `init_source (j_decompress_ptr cinfo)`
  Initialize source. This is called by `jpeg_read_header()` before any data is actually read. Unlike `init_destination()`, it may leave `bytes_in_buffer` set to 0 (in which case a `fill_input_buffer()` call will occur immediately).

- `fill_input_buffer (j_decompress_ptr cinfo)`
  This is called whenever `bytes_in_buffer` has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of `next_input_byte` and `bytes_in_buffer`), reset the pointer & count to the start of the buffer, and return `TRUE` indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. `bytes_in_buffer` MUST be set to a positive value if `TRUE` is returned. A `FALSE` return should only be used when I/O suspension is desired (this mode is discussed in the next section).

- `skip_input_data (j_decompress_ptr cinfo, long num_bytes)`
  Skip `num_bytes` worth of data. The buffer pointer and count should be advanced over `num_bytes` input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. `bytes_in_buffer` may be zero on return. A zero or negative skip count should be treated as a no-op.

- `resync_to_restart (j_decompress_ptr cinfo, int desired)`
  This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, `jpeg_resync_to_restart()`. However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the `read_restart_marker()` and `jpeg_resync_to_restart()` routines.
in jdmarker.c if you think you'd like to implement your own resync procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via ERREXIT() or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension
--------------

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't
already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:
* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().
A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:
* jpeg_read_header(): will return JPEG_SUSPENDED.
* jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
* jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
* jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning
and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling skip_input_data(). In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on skip_input_data's shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having empty_output_buffer() or fill_input_buffer() set the pointer and count to reference the next available buffer; FALSE is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when FALSE is returned could back up into an earlier buffer. For example, when fill_input_buffer() is called, the current pointer & count indicate the backtrack restart point. Since fill_input_buffer() will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to fill_input_buffer() occurs in the same library call, and no additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.
The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support

Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc.

The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.
Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_infocio field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.) When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode
---------------------

In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.
The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output(); /* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }
    jpeg_finish_output(); /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically
```
while (! jpeg_input_complete(&cinfo))
```
and the start-output call should read
```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```
The second parameter to jpeg_start_output() indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and jpeg_finish_output() advances to the next scan or end-of-image marker (hence input_scan_number will be incremented by the time control arrives back at jpeg_start_output()). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass.
Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine jpeg_consume_input().

The return value is one of the following:
- JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
- JPEG_REACHED_EOI: reached the EOI marker (end of image)
- JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
- JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
- JPEG_SUSPENDED: suspended before completing any of the above

(JPEG_SUSPENDED can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return JPEG_REACHED_EOI without attempting to read more data.)

The library's output processing will automatically call jpeg_consume_input() whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to jpeg_consume_input(). But by adding calls to jpeg_consume_input(), you can absorb data in advance of what is being displayed. This has two benefits:
- You can limit buildup of unprocessed data in your input buffer.
- You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to jpeg_consume_input() with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call jpeg_consume_input() only after a hundred or so new bytes have arrived. This is discussed further under "I/O suspension", above. (Note: the JPEG library currently is not thread-safe. You must not call jpeg_consume_input() from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass cinfo.input_scan_number as the target scan number to jpeg_start_output(). The input_scan_number field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by
emptying the input buffer just before calling jpeg_start_output(): call jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library's output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don't select buffered-image mode.)

When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

do {
    absorb any waiting input by calling jpeg_consume_input()
final_pass = jpeg_input_complete(&cinfo);
adjust output decompression parameters if required
jpeg_start_output(&cinfo, cinfo.input_scan_number);
...
jpeg_finish_output()
} while (! final_pass);
rather than quitting as soon as jpeg_input_complete() returns TRUE. This
arrangement makes it simple to use higher-quality decoding parameters
for the final pass. But if you don't want to use special parameters for
the final pass, the right loop logic is like this:
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
In this case you don't need to know in advance whether an output pass is to
be the last one, so it's not necessary to have reached EOF before starting
the final output pass; rather, what you want to test is whether the output
pass was performed in sync with the final input scan. This form of the loop
will avoid an extra output pass whenever the decoder is able (or nearly able)
to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass,
then find that much or all of the file has arrived before you can complete
the pass. (You can detect this by noting the JPEG_REACHED_EOI return code
from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().)
In this situation you may wish to abort the current display pass and start a
new one using the newly arrived information. To do so, just call
jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete
scan arrives during an output pass; this can be detected by noting
JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This
idea should be employed with caution, however, since the display process
might never get to the bottom of the image before being aborted, resulting
in the lower part of the screen being several passes worse than the upper.
In most cases it's probably best to abort an output pass only if the whole
file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using
the current input scan number for the output target scan number; if a
higher-quality final pass is to be done, it should be started (aborting any
incomplete output pass) as soon as the end of file is received. However,
many other strategies are possible. For example, the application can examine
the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:

* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).

jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:

* dct_method can be changed before each call to jpeg_start_output(). For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output(); of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst case would result in an out-of-memory failure.
* do_block_smoothing can be changed before each call to jpeg_start_output(). This setting is relevant only when decoding a progressive JPEG image.
During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
   Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL. (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!)

   These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.) You do this by setting one or more of these three cinfo fields to TRUE:

- enable_1pass_quant: Fixed color cube colormap
- enable_external_quant: Externally-supplied colormap
- enable_2pass_quant: Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:

1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call...
jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.

Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager jmemnobs.c if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven't gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all
input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images
---------------------------------------------

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:
* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.
To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed.
Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.

To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
ejpeg_write_tables(&cinfo);
set destination to image file
jejpeg_start_compress(&cinfo, FALSE);
write data...
ejpeg_finish_compress(&cinfo);
Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set optimize_coding = TRUE when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See jpeg_copy_critical_parameters() for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```c
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```c
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL */
for (i = 1; i <= 16; i++) {
    /* counts[] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
```

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at

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constant JQUANT_TBL object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The jpeg_read_header() call is sufficient to read a tables-only file. You must pass a second parameter of FALSE to indicate that you do not require an image to be present. Thus, the typical scenario is

create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass FALSE and check the return value from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found, JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value, JPEG_SUSPENDED, is possible when using a suspending data source manager.) Note that jpeg_read_header() will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing FALSE to jpeg_start_compress().
Special markers
---------------

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and before the first call to jpeg_write_scanlines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by comment_text:

```
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call jpeg_write_m_header() followed by multiple calls to
jpeg_write_m_byte(). If you do it this way, it's your responsibility to call jpeg_write_m_byte() exactly the number of times given in the length parameter to jpeg_write_m_header(). (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling jpeg_read_header(), because the markers of interest will typically be near the head of the file and so will be scanned by jpeg_read_header. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call jpeg_save_markers(cinfo, marker_code, length_limit) where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n. (To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than length_limit data bytes, only length_limit bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the
first few bytes of a potentially large marker. If you want to save all the
data, set length_limit to 0xFFFF; that is enough since marker lengths are only
16 bits. As a special case, setting length_limit to 0 prevents that marker
type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by
following the cinfo->marker_list pointer chain. All the special markers in
the file appear in this list, in order of their occurrence in the file (but
omitting any markers of types you didn't ask for). Both the original data
length and the saved data length are recorded for each list entry; the latter
will not exceed length_limit for the particular marker type. Note that these
lengths exclude the marker length word, whereas the stored representation
within the JPEG file includes it. (Hence the maximum data length is really
only 65533.)

It is possible that additional special markers appear in the file beyond the
SOS marker at which jpeg_read_header stops; if so, the marker list will be
extended during reading of the rest of the file. This is not expected to be
common, however. If you are short on memory you may want to reset the length
limit to zero for all marker types after finishing jpeg_read_header, to
ensure that the max_memory_to_use setting cannot be exceeded due to addition
of later markers.

The marker list remains stored until you call jpeg_finish_decompress or
jpeg_abort, at which point the memory is freed and the list is set to empty.
(jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers;
if you try to set a small nonzero length limit on these types, the library
will silently force the length up to the minimum it wants. (But you can set
a zero length limit to prevent them from being saved at all.) Also, in a
16-bit environment, the maximum length limit may be constrained to less than
65533 by malloc() limitations. It is therefore best not to assume that the
effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling
jpeg_set_marker_processor(). A marker processor routine must have the
signature

boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)

Although the marker code is not explicitly passed, the routine can find it
in cinfo->unread_marker. At the time of call, the marker proper has been
read from the data source module. The processor routine is responsible for
reading the marker length word and the remaining parameter bytes, if any.
Return TRUE to indicate success. (FALSE should be returned only if you are
using a suspending data source and it tells you to suspend. See the standard
marker processors in jdmarker.c for appropriate coding methods if you need to
use a suspending data source.)
If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling jpeg_save_markers(); that method doesn't interfere with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c. Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data
----------------------------------

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set jpeg_color_space = in_color_space (or jpeg_color_space = out_color_space for decompression).

The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsampled row must contain a multiple of DCT_h_scaled_size valid samples, and there must be a multiple of DCT_v_scaled_size sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)
The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data() takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data() is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*min_DCT_v_scaled_size sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*min_DCT_v_scaled_size, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

\[
\text{cinfo->comp_info[i].width_in_blocks} \times \text{cinfo->comp_info[i].DCT_h_scaled_size} \text{ samples per row} \\
\text{cinfo->comp_info[i].height_in_blocks} \times \text{cinfo->comp_info[i].DCT_v_scaled_size} \text{ rows in image}
\]

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCT_scaled_size samples.

An example may help here. Assume 2h2v downsampling of YCbCr data, that is

\[
\begin{align*}
\text{cinfo->comp_info[0].h_samp_factor} &= 2 \text{ for Y} \\
\text{cinfo->comp_info[0].v_samp_factor} &= 2 \\
\text{cinfo->comp_info[1].h_samp_factor} &= 1 \text{ for Cb} \\
\text{cinfo->comp_info[1].v_samp_factor} &= 1 \\
\text{cinfo->comp_info[2].h_samp_factor} &= 1 \text{ for Cr} \\
\text{cinfo->comp_info[2].v_samp_factor} &= 1 \\
\end{align*}
\]

and suppose that the nominal image dimensions (cinfo->image_width and
cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute

downsampled_width = 101 and width_in_blocks = 13 for Y,
downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same
for the height fields). You must pad the Y data to at least 13*8 = 104
columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The
MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16
canlines on each call to jpeg_write_raw_data(), which is to say 16 actual
sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed,
so you must pass a total of 7*16 = 112 "canlines". The last DCT block row
of Y data is dummy, so it doesn't matter what you pass for it in the data
arrays, but the scanlines count must total up to 112 so that all of the Cb
and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data
destination module suspends, jpeg_write_raw_data() will return 0.
In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing:
you cannot ask for color quantization, for instance. More seriously, you
must deal with the color space and sampling factors present in the incoming
file. If your application only handles, say, 2h1v YCbCr data, you must
check for and fail on other color spaces or other sampling factors.
The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before
jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to
verify that the color space and sampling factors are ones you can handle.
Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The
decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a
buffer of at least max_v_samp_factor*min_DCT_v_scaled_size scanlines (scanline
counting is the same as for raw-data compression). The buffer you pass must
be large enough to hold the actual data plus padding to DCT-block boundaries.
As with compression, any entirely dummy DCT blocks are not processed so you
need not allocate space for them, but the total scanline count includes them.
The above example of computing buffer dimensions for raw-data compression is
equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source
module suspends, jpeg_read_raw_data() will return 0. You can also use
buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

-----------------------------
It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This frammmish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by jpeg_read_coefficients(), or allocate virtual arrays from the JPEG compression object and fill them
yourself. In either case, jpeg_write_coefficients() is substituted for 
jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is 
* Create compression object 
* Set all compression parameters as necessary 
* Request virtual arrays if needed 
* jpeg_write_coefficients() 
* jpeg_finish_compress() 
* Destroy or re-use compression object 
jpeg_write_coefficients() is passed a pointer to an array of virtual block 
array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before 
jpeg_write_coefficients() is called. A side-effect of 
jpeg_write_coefficients() is to realize any virtual arrays that have been 
requested from the compression object’s memory manager. Thus, when obtaining 
the virtual arrays from the compression object, you should fill the arrays 
after calling jpeg_write_coefficients(). The data is actually written out 
when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes 
the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization 
tables and sampling factors match the way the data was encoded, or the 
resulting file will be invalid. For transcoding from an existing JPEG file, 
we recommend using jpeg_copy_critical_parameters(). This routine initializes 
all the compression parameters to default values (like jpeg_set_defaults()), 
then copies the critical information from a source decompression object. 
The decompression object should have just been used to read the entire 
JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object 
as needing to be written to the output file (thus, it acts like 
jpeg_start_compress(cinfo, TRUE)). This is for safety’s sake, to avoid 
emitting abbreviated JPEG files by accident. If you really want to emit an 
abbreviated JPEG file, call jpegSuppressTables(), or set the tables’ 
individual sent_table flags, between calling jpeg_write_coefficients() and 
jpeg_finish_compress().

Progress monitoring
-------------------

Some applications may need to regain control from the JPEG library every so 
often. The typical use of this feature is to produce a percent-done bar or 
other progress display. (For a simple example, see cjpeg.c or djpeg.c.) 
Although you do get control back frequently during the data-transferring pass 
(the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes 
will occur inside jpeg_finish_compress or jpeg_start_decompress; those 
routines may take a long time to execute, and you don’t get control back...
until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of jpeg_read_scanlines or jpeg_write_scanlines, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr, fill in its progress_monitor field with a pointer to your callback routine, and set cinfo->progress to point to the struct. The callback will be called whenever cinfo->progress is non-NULL. (This pointer is set to NULL by jpeg_create_compress or jpeg_create_decompress; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:
long pass_counter;/* work units completed in this pass */
long pass_limit;/* total number of work units in this pass */
int completed_passes;/* passes completed so far */
int total_passes;/* total number of passes expected */

During any one pass, pass_counter increases from 0 up to (not including) pass_limit; the step size is usually but not necessarily 1. The pass_limit value may change from one pass to another. The expected total number of passes is in total_passes, and the number of passes already completed is in completed_passes. Thus the fraction of work completed may be estimated as completed_passes + (pass_counter/pass_limit)
------------------------------------------------------------------------
total_passes

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, pass_limit can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library
sets total_passes based on the assumption that there will be one more output pass if the input file end hasn't yet been read (jpeg_input_complete() isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that total_passes will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management
-------------------

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by jpeg_finish_compress, jpeg_finish_decompress, or jpeg_abort. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

\[\text{ptr} = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);\]

Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object. Use alloc_large instead of alloc_small for anything bigger than a few Kbytes. There are also alloc_sarray and alloc_barray routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no temporary files are used; virtual arrays are simply malloc()d. Images bigger than memory can be processed only if your system supports virtual memory. The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for its virtual arrays just big enough to stay within a "maximum memory" setting.
Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

Memory usage
------------

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.
The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 9-bit to 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options
----------------------------
A number of compile-time options are available by modifying jmorecfg.h.

The IJG code currently supports 8-bit to 12-bit sample data precision by defining BITS_IN_JSAMPLE as 8, 9, 10, 11, or 12.
Note that a value larger than 8 causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data.
The sample applications cjpeg and djpeg can support deeper than 8-bit data only for PPM and GIF file formats; you must disable the other file formats to compile a 9-bit to 12-bit cjpeg or djpeg. (install.txt has more information about that.)
Run-time selection and conversion of data precision are currently not supported and may be added later.
Exception: The transcoding part (jpegtran) supports all settings in a single instance, since it operates on the level of DCT coefficients and not sample values.
(If you need to include an 8-bit library and a 9-bit to 12-bit library for compression or decompression in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and the 9-bit to 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that the standard Huffman tables are only valid for 8-bit data precision. If you selected more than 8-bit data precision, cjpeg uses arithmetic coding.
by default. The Huffman encoder normally uses entropy optimization to compute usable tables for higher precision. Otherwise, you'll have to supply different default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 9-bit to 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMS{N}() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

Portability considerations
--------------------------

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that
chars at least 8 bits wide
shorts at least 16 bits wide
ints at least 16 bits wide
longs at least 32 bits wide
(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

c char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors
-------------------------------

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a
large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table).

Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/libjpeg.txt

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

/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
 * making an initialization call to each one.
* Logically, this code belongs in jcmaster.c. It's split out because
* linking this routine implies linking the entire compression library.
* For a transcoding-only application, we want to be able to use jcmaster.c
* without linking in the whole library.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcinit.c
No license file was found, but licenses were detected in source scan.

/*
* jcarith.c
*
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains portable arithmetic entropy encoding routines for JPEG
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /opt/cola/permits/1103550007_1605777850.47/0/jpegsrc-v9d-tar-gz/jpeg-9d/jcarith.c

1.308 checker-qual 2.10.0
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# PLY (Python Lex-Yacc)          Version 3.11


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Introduction
============

PLY is a 100% Python implementation of the common parsing tools lex and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc. If you know how to use these tools in C, you will find PLY to be similar.

- PLY provides *very* extensive error reporting and diagnostic information to assist in parser construction. The original implementation was developed for instructional purposes. As a result, the system tries to identify the most common types of errors made by novice users.

- PLY provides full support for empty productions, error recovery, precedence specifiers, and moderately ambiguous grammars.

- Parsing is based on LR-parsing which is fast, memory efficient, better suited to large grammars, and which has a number of nice properties when dealing with syntax errors and other parsing problems. Currently, PLY builds its parsing tables using the LALR(1) algorithm used in yacc.

- PLY uses Python introspection features to build lexers and parsers. This greatly simplifies the task of parser construction since it reduces the number of files and eliminates the need to run a separate lex/yacc tool before running your program.

- PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically
sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use
============

PLY consists of two files: lex.py and yacc.py. These are contained within the 'ply' directory which may also be used as a Python package. To use PLY, simply copy the 'ply' directory to your project and import lex and yacc from the associated 'ply' package. For example:

```python
import ply.lex as lex
import ply.yacc as yacc
```

Alternatively, you can copy just the files lex.py and yacc.py individually and use them as modules. For example:

```python
import lex
import yacc
```

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use the system.

The example directory contains several different examples including a PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements
=============

PLY requires the use of Python 2.6 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

Resources
==========

More information about PLY can be obtained on the PLY webpage at:

http://www.dabeaz.com/ply

For a detailed overview of parsing theory, consult the excellent book "Compilers: Principles, Techniques, and Tools" by Aho, Sethi, and Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown may also be useful.
The GitHub page for PLY can be found at:

https://github.com/dabeaz/ply

An old and relatively inactive discussion group for PLY is found at:

http://groups.google.com/group/ply-hack

Acknowledgments
===============
A special thanks is in order for all of the students in CS326 who suffered through about 25 different versions of these tools :-).

The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x. Andrew Waters and Markus Schoepflin were instrumental in reporting bugs and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0
========================
PLY-3.0 the first PLY release to support Python 3. However, backwards compatibility with Python 2.6 is still preserved. PLY provides dual Python 2/3 compatibility by restricting its implementation to a common subset of basic language features. You should not convert PLY using 2to3--it is not necessary and may in fact break the implementation.

Example
=======
Here is a simple example showing a PLY implementation of a calculator with variables.

```python
# calc.py
#
# A simple calculator with variables.
#

tokens = (
    'NAME','NUMBER',
    'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
    'LPAREN','RPAREN',
)

# Tokens

#^
```
t_MINUS = r'-'
t_TIMES = r'\*'
t_DIVIDE = r'/'
t_EQUALS = r'='
t_LPAREN = r'('
t_RPAREN = r')'
t_NAME = r'[a-zA-Z_][a-zA-Z0-9_]*'

def t_NUMBER(t):
    r'^d+''
    t.value = int(t.value)
    return t

# Ignored characters
	_ignore = " \t"

def t_newline(t):
    r'^n+''
    t.lexer.lineno += t.value.count("n")

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
    t.lexer.skip(1)

# Build the lexer
import ply.lex as lex
lex.lex()

# Precedence rules for the arithmetic operators
precedence = (
    ('left', 'PLUS', 'MINUS'),
    ('left', 'TIMES', 'DIVIDE'),
    ('right', 'UMINUS'),
)

# dictionary of names (for storing variables)
names = { }

def p_statement_assign(p):
    'statement : NAME EQUALS expression'
    names[p[1]] = p[3]

def p_statement_expr(p):
    'statement : expression'
    print(p[1])

def p_expression_binop(p):
    'expression : expression PLUS expression

```
def p_expression_uminus(p):
    'expression : MINUS expression %prec UMINUS'
    p[0] = -p[2]

def p_expression_group(p):
    'expression : LPAREN expression RPAREN'
    p[0] = p[2]

def p_expression_number(p):
    'expression : NUMBER'
    p[0] = p[1]

def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
        print("Undefined name '%s'" % p[1])
        p[0] = 0

def p_error(p):
    print("Syntax error at '%s'" % p.value)

import ply.yacc as yacc
yacc.yacc()

while True:
    try:
        s = raw_input('calc > ')   # use input() on Python 3
    except EOFError:
        break
    yacc.parse(s)

Bug Reports and Patches
=======================
My goal with PLY is to simply have a decent lex/yacc implementation for Python. As a general rule, I don't spend huge amounts of time working on it unless I receive very specific bug reports and/or patches to fix problems. I also try to incorporate submitted feature
requests and enhancements into each new version. Please visit the PLY
github page at https://github.com/dabeaz/ply to submit issues and pull
requests. To contact me about bugs and/or new features, please send
email to dave@dabeaz.com.

-- Dave

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* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/ClientSessionClock.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/package-info.java
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* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/ListCollectionsIterable.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/MongoDatabaseImpl.java
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* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/MongoIterableImpl.java
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* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/ListDatabasesIterable.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/MongoClient.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/MongoChangeStreamCursorImpl.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/gridfs/GridFSDownloadStreamImpl.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-jar/com/mongodb/client/internal/ClientSessionBinding.java
* /opt/cola/permits/1221540733_1635440708.1/0/mongodb-driver-sync-4-3-2-sources-
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1.326 plexus-sec-dispatcher 1.3

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EA0wI,EAAA5mI,aAAA,CACAyL,SAAAnW,EAAAxU,QAAAqO,LEAAApI,UAcSC,F,GACD/c,EAAAG,QAABA8lJ,ggCCx3f3J,LOAA4c,EAAaAFI,EAAa,cCAcKc,OAIA,AJAG,IAEAnmB,EAAExKB,EAFgB5B,EAAQ,IAMxBqmB,EAAAzkB,EAFgC5B,EAQQ,IAMxCsmB,EEAIk5B,EAFsB5B,EAAQ,IAM9BumB,EEA3k5B,EEAuKB5B,EAAQ,IAM/BwmB,EEAA5kB,EAFoB5B,EAAQ,IAM5BymB,EEAA7kB,EAFkC5B,EAQQ,1AM1C0mB,EEAA9kB,EAFiKB5B,EAQQ,IAMz2mB,EAAAkB,EEAFoB5B,EAQQ,IAI5B4mB,EEAA5mB,EAQQ,GAERB6mB,EAQaJB,EAAgI5B,GAIAJ5I,EAAA9S,EAFsB5B,EAAQ,IAMZBy4B,EEAA72B,EAFgB5B,EAQQ,KAMxB0C,EAAE99C,EAFmB5B,EAAQ,KAM3Bsoj,EEAA1ml,EAFqB5B,EAAQ,MAM7B0D,EAAA9pD,EEAFY5B,EAAQ,MAMpB4o1J,EEAA3mJ,EAFgB5B,EAAQ,MAMxBurD,EEAA3pD,EAFsB5B,EAAQ,KAMvB45lE,EAh4lEAFgC5B,EAAQ,MAMxC+mB,EEAAAnI5B,EAFsB5B,EAAQ,KAMvB8mB,EEAAAllB,EAFsB5B,EAQQ,MA MtB+1B,EEAAAn0B,EAFkB5B,EAQQ,KAM1B4B,EAFkB5B,EAQQ,KAM1BI5B,EEAATb4B,GACA,OOAAA,KA4AL,WAAK,EEAA,CACAJ,QAIAA,GAIAE,IAAwx2D,EEAA,SAAAAz3C,GAGA,SAAYA3C,IAAAAh nD,EAAEAEQy,EAAA3LEAA8K,GEAA,EEAAAmnB,EEAAuF5B,EAGAaQaArD,GEAA,QAAAlArd,EEAAzG,UA AAItB,OAAYT,EAAEvAov,MAAA4C,GAAAE,EEAAAmE,EEAAAEF,EEAAe,IACHFWL,EAAAXL,GAAM3 G,UAAM2G,GAGA,OAAAcq,EAAA3lI,GAAAE,EEAAAK,EEAAAvmB,EEAAuF5B,EAAAnQh,EAAAGnD,EAAAX5D, YAAA,EEAAokB,EEAApnmB,EEAA4zD,EEAIarD,KAAYh5B,MAAA4D0,EAAEAAAhC,MAAA96N,AAKAIkI,EEAAzV,MAAA,CAAcizB,MAAA,GACKxd,EEAAAsl5c,AAAIJI,EAAAAMwI,EAAAIjB,EEAAAwI,WEAAAskmBAAAmA,AASxxI,GAACLA,EAAAIuc,BIAEAgjC,EAAAA7B,MAAM8mB,UCAAj5C,EAAM4E,SAAA gAACA4Y,MAAMxD,EEAAkJ5B,AAKCA5C,EEAAc7C,EEAAAsl5g,YAGKsl5B,EAAAsmLubAAA,WACgLs1L, EAAAIc5C,OOAA,IAACKjsC,EAAAsosLqBAAA,WAACLpl5B,EAAAIc5C,OOAA,IAACKjsC,EAAAsgLaAAA,SAAIATq, GACLAA6P,EAAM5BM,SEAAgXlIACA,SACA,WACAK,YACA,VARAA,EAAMU,ECAM4E,SAAA,CAAC4Y,EAMA, EAAAc7C,EEAAgls1AAKkls5B,MAAA5c5G,EBAAASAA5C+5E,EAAMaoyB,EAAAIjC5,GACLmW,EAAA7B,MAAA5q5C, SACA1x9B,MAAAAz2v,MAAAaizB,MCAAxD,EAAAM4E,SAAA,CACA4Y,MAAA,KIAAn9B,EEAAAIr,UAAEI3L,EEAA4E, SAAA,CACA4Y,MAAA,GAC5,WACTxD,EEAA7B,MAAM5C5UCA5C9B,EEAA7B7B,MAAM5y5C,MCAAm5C5UCA5C9B, EAAAM5y5C,MAAM5q5C,WAAARh5C,QAAGK5F,EEAA00C,aAAA,SAAAA15C,EEAAJ5V,GACLua,EAAA7B,MAAAMq5C, UAAAnx9B,EEAA7B7B,MAAAy5C,UCAA5B9B,EEAA7B,MAAAy5C,MAAM5jC,OAAAsAOAA3Q,EEAAAE,IEAAKaa,E AAAsC5MIAAA,SAMAQX,GCLCB5,EEAA4E4S,SAAA,CACA4Y,MAAA,GAC5,WAKP,GAAx5D,EEAA7B,MAAAanl,SAAcTtHEAAA7b,MAAAAnpLUAqavF,EEAA,CACA,IAAAAawS,EEAAAsl5E,LEAAAsl5E,UAEEAmH,HEAAA4v B,QAQAw7B,YAAAtmH,GAEEH,V,QCAAuH,EEAAAvglKBAAA,OAEPAAhB,EAuEKncG,AAAA,EAAMsB,EEA AvmB,SAAMsC,EEAA8K,GAMML,OAavRA,EEAAAZ,EEAAxmB,SAAA4zD,EEAAx3CJ0AFA,EEAAAmK,EEAA tmB,SAAA4zD,EEAA,EACASY5D,IAAOaBACae,MAAA,WAAAJAAAsoB,EEAA49KB,KEAAE,KAAM9E,MAA Am5C5,WACAP0C,KAQAq0C,WAGAR0C,KAAM9E,MAAAMoJ,bBAIAzgI5B,WWAA,WACA,OAAMcK,EEAAAnJ, SAAA,CACA4Y,MAAA,EEACX,SAAA9O,EEAIisH,YAES,KAIN,CACHHnI,AAAl4BcACae,MAAA,WACaW D,KEAA9E5MMAA3k5C,WACAP0C,AAAGG,CACH54CJAAAn,eeAMAc,MAAA,WACAA5B+6B,EE AA3vB,KEAA+J,EEAA+I,JAAAI+J,SAAW,OAATAA,EEAAI5H,MAAA,WACAA0T,EAAATb4B,MAAAm5B,UAA CuVA,EEAA5B5B,SAAA,CACA4Y,MAAAmgD,EEAAj2B,MAAMzI5B,KCAAX,SAAA2D,EEAAwrH,YAAK,IAAE G,CACTnI,IAAA,WACAe,MAAA,WACA,IAAAx25B,EEAAh2B,KAAM+iJ,SAAIAJk,KAAAM9E,MAAAMioB,OA AAnjB,MAAAE9C5E,MAAAMioB,MCAAMt5B,eeAAA,WACAM5B,EAAM7S,MAAAtB,MAAAUGG,CACH36B5AA, IAA5CA,MAAA,WACA,IAIA7C,EAAAO3C5C5CAKeAijB,EAAAIjB5C,KAAM9E5MACAW4B,EEAAAzQ,EAAYqY, SACA5C,EAAM1Q,EAAM0Q,UCAAyg8E,EEAAxnB,EAAAxmB,UAACG,EAAXtb5B,EAAAx5B5B,SCAAAAB,EAAM6B, EEAAL,EEAA7L55SACA5yb,EEAAAzmB,EEAAymB,UAACAI5B,EEAAj5B,SCAAAnC,EAAMmC,SCAAAnnC, UACA+C5EAAAlpCEAAAlpC5WACA1U,EEAA08B,EEAAw0B,UAAMA5B,EEAAx5B,EEAAw5S,UEAA6E,HE AAArgLEAAA2hULAA2cE,EEAAalglEEAAElB5,EAAAxLBGAaUGF,GAFAy5B,EEAAohH,YQACApHH,EEAAoGLgB ACPgI,EEAAk5B,ECCAF,EEAAHy5B,EEAAy5B5B,SCAA9xB,EEAAAF,EEAAE,MCAAMioD,EEAAAmoD,EEAAMm D,ECACA5uE,EEAAymB,EEAAtmB,MACA0C,EEAAljB,EEAAi4B,EAAAm5B,WAACAm5B,EEAA5Q,EEAApQaACALE AAAH5B,EEAAg5B,SCA1x5B,GAAA,EEAqeqEAAAmnB5B,EEAAwoB5B,EAAMoT,EAAC0U8B,EEAAx3F,KEAAAsB, MACAsyB,EEAA+9D,EEAA9D5SACAW,EEAAo9D,EEAAP9D,KAACIP,EEAAAlB5B,EEAAw8B5QAASAA5S,ASA SC,CACA0G5EAAvPA,SCAAAn4B,EEAA4b5GACA,IAAAAkL,EEAA9mB,EEAA8mB,SCAA6nB5B,EEAAy5B,EEAA
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null
var returnCopy2

if (value !== undefined) {

for (var i = 0; i < length && result; ++i) {
  result = result[path[i]];
}

return result;
}

var objectCopy = Object.assign({}, obj, value);

return _defineProperty(objectCopy, first, next);

var arrayCopy = Array.isArray(state)

var pathToIndex = path[pathIndex];

var firstState = arrayCopy[pathToIndex];

var newFirstState = setIn(firstState, value, path, pathIndex + 1);

if (!newFirstState) {
  return _defineProperty([], first, next);
}

var initialized = [true];

var initializedCopy = [false];

var newInitializedCopy = initializedCopy.concat(initialized);

var isEqual = _isEqualWith(a, b, customizer);

return isEqual;

var result = result[path[i]];

var arrayCopy = Array.isArray(state);

var objectCopy = Object.assign({}, obj, value);

var initializedCopy = [false];

var initializedObjectCopy = initializedCopy.concat(initialized);

var importedObjectCopy = import_toPath(obj);

var setInWithPath = setInStateWithPath(state, value, path, pathIndex);

var setInWithPath = setInStateWithPath(state, value, path, pathIndex);

var pathToIndex = path[pathIndex];

var firstState = arrayCopy[pathToIndex];

var newFirstState = setIn(firstState, value, path, pathIndex + 1);

if (!newFirstState) {
  return _defineProperty([], first, next);
}

var initialized = [true];

var initializedCopy = [false];

var newInitializedCopy = initializedCopy.concat(initialized);

var isEqual = _isEqualWith(a, b, customizer);

return isEqual;

var result = result[path[i]];

var arrayCopy = Array.isArray(state);

var objectCopy = Object.assign({}, obj, value);

var initializedCopy = [false];

var initializedObjectCopy = initializedCopy.concat(initialized);

var importedObjectCopy = import_toPath(obj);

var setInWithPath = setInStateWithPath(state, value, path, pathIndex);

var setInWithPath = setInStateWithPath(state, value, path, pathIndex);

var pathToIndex = path[pathIndex];

var firstState = arrayCopy[pathToIndex];

var newFirstState = setIn(firstState, value, path, pathIndex + 1);

if (!newFirstState) {
  return _defineProperty([], first, next);
}

var initialized = [true];

var initializedCopy = [false];

var newInitializedCopy = initializedCopy.concat(initialized);

var isEqual = _isEqualWith(a, b, customizer);

return isEqual;
state from the server in universal apps, or to restore a
* previously serialized user session.
* If you use

* @param {any} [preloadedState] The initial state. You may optionally specify it
* to hydrate the

* @param {Function} reducer A function that returns the next state tree, given
* the current state tree and the action

* There should only be a single store in your app. To specify how different
* parts of the state tree respond to

* The only way to change the data in the store is to call `dispatch()` on it.
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example, see the documentation for the `redux-thunk` package. Even the
middleware will eventually dispatch
or something else, you need to
wrap your store creating function into the corresponding middleware. For
implementation only supports plain object actions. If you want to
dispatch a Promise, an Observable, a thunk,
considered the **next** state of the tree, and the change listeners
will be notified.

The base
the store, will be called with the
current state tree and the given `action`. Its return value will
be
nextListeners.indexOf(listener);
nextListeners.splice(index, 1);
currentListeners = null;

The `reducer` function, used to create
nextListeners === currentListeners) {
nextListeners = currentListeners.slice();
}

The current state tree managed by the store.

* @returns {Array} The current state tree of your application.

* function getState() {
if (isDispatching) {
throw new Error('You may not call store.getState() while the
reducer is executing.

* The reducer has already received the state as an argument.

* Pass it down from the top reducer instead of reading it from the
store.';)
// todo return currentState;
// todo */

* Adds a change listener. It will be called any time an action is dispatched,* and some part of the state tree may potentially have changed. You may then
* call `getStore()` to read the current state tree inside the callback.* You may call
`dispatch()` from a change listener, with the following
* caveats: * 1. The subscriptions are snapshotted just before every `dispatch()` call.* If you subscribe or unsubscribe while the listeners are being invoked, this
* will not have any effect on the `dispatch()` that is currently in progress.* However, the next `dispatch()` call, whether nested or not, will use a more recent snapshot of the subscription list.

* 2. The listener should not expect to see all state changes, as the state
* might have been updated multiple times during a nested
`dispatch()` before * the listener is called. It is, however, guaranteed that all subscribers
* registered before the `dispatch()` started will be called with the latest* state by the time it expires.* You may call
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* will not have any effect on the `dispatch()` that is currently in progress.* However, the next `dispatch()` call, whether nested or not, will use a more recent snapshot of the subscription list.
if (reducerKeys.length === 0)

  if (action && action.type !== ActionTypes.PROBE_UNKNOWN_ACTION())
    return new Error('Reducer undefined or incompatible. Please ensure that the key to which you are trying to subscribe is defined in the object passed as the first argument to combineReducers.

  var previousStateForKey = state[key];

  if (previousStateForKey === undefined)
    return new Error('Reducer undefined or incompatible. Please ensure that the key to which you are trying to subscribe is defined in the object passed as the first argument to combineReducers.

  var nextStateForKey = reducer(previousStateForKey, action);

  nextState[key] = nextStateForKey;

  hasChanged = hasChanged || nextStateForKey !== previousStateForKey;

  return hasChanged ? nextState : state;

@returns {Object} A reducer function that invokes every reducer inside the passed object, and builds a state object with the same shape.

function assertReducerShape(reducers) {
  Object.keys(reducers).forEach(function (key) {
    var reducer = reducers[key];
    var initialState = reducer(undefined, {
      type: ActionTypes.INIT
    });

    if (typeof initialState === 'undefined') {
      throw new Error("Reducer returned undefined during initialization. If the state passed to the reducer is undefined, you must explicitly return the initial state. The initial state may not be undefined, but can be null instead of undefined.");

    } else if (typeof reducer(undefined, { type: ActionTypes.PROBE_UNKNOWN_ACTION() }) === 'undefined') {
      throw new Error("Reducer returned undefined when probed with a random type. Don't try to handle " + ActionTypes.INIT + " or other actions in \"redux/*\" namespace. They are considered private. Instead, you must return the current state for any unknown actions, unless it is undefined, + \"In which case you must return the initial state, regardless of the + \"Current action type. The initial state may not be undefined, but can be null.\"\"\n
  var hasChanged = false;

  var nextStateForKey = reducer(previousStateForKey, action);

  if (typeof nextStateForKey === 'undefined')
    return new Error('Reducer undefined or incompatible. Please ensure that the key to which you are trying to subscribe is defined in the object passed as the first argument to combineReducers.

  var key = Object.keys(reducers)[i];

  if (process.env.NODE_ENV !== 'production')
    if (shapeAssertionError)
      throw shapeAssertionError;

  var nextState = reduceReducers(state, action, reducers,

  Object.keys(state).length);
bindActionCreator(actionCreator, dispatch) {
  return function () {
    return dispatch(actionCreator.apply(this, arguments));
  };
}

/**
 * Turns an object whose values are action creators, into an object with
 * a property for every creator.
 * For convenience, you can also pass an action creator as the first argument,
 * and get a dispatch wrapped function in return.
 *
 * An object whose values are action creators.
 * One handy way to obtain it is to use ES6 `import * as` syntax. You may also pass a single function.
 *
 * @param {Function} actionCreators An object whose values are action creators.
 * @param {Function} dispatch The dispatch function available on your Redux store.
 * @returns {Object} The object mimicking the original object, but with a property for every action creator.
 * If you passed a null function as `actionCreators`, the return value will also be a single function.
 *
 * @example
 * bindActionCreators() // { LOGIN: store.dispatch };
 *
 * @param {Function} dispatch
 * @returns {Object}
 */

function bindActionCreators(actionCreators, dispatch) {
  if (typeof actionCreators === 'function') {
    return bindActionCreator(actionCreators, dispatch);
  }

  if (typeof actionCreators !== 'object' || actionCreators === null) {
    throw new Error("bindActionCreators expected an object or a function, instead received " +
                    (actionCreators === null ? 'null' : typeof actionCreators) + ". " +
                    'Did you write \"import ActionCreators from\" instead of \"import * as ActionCreators from\"?\";
  }

  var boundActionCreators = {};

  for (var key in actionCreators) {
    boundActionCreators[key] = bindActionCreator(actionCreators[key], dispatch);
  }

  return boundActionCreators;
}

/**
 * Creates a store enhancer that applies middleware to
 * the dispatch method of the Redux store. This is handy for a variety of tasks, such as expressing
 * asynchronous actions in a concise manner, or logging every action payload.
 * See `redux-thunk` package as an example of
 * the Redux middleware.
 *
 * Because middleware is potentially asynchronous, this should be the first
 * store enhancer in the composition chain.
 *
 * @param {...Function} middlewares The middleware chain to be applied.
 * @returns {Function} A store enhancer applying the middleware.
 */

function applyMiddleware() {
  for (var _len = arguments.length, middlewares = new Array(_len), _key = 0; _key < _len; _key++) {
    middlewares[_key] = arguments[_key];
  }

  return function (createStore) {
    return function () {
      var store = createStore.apply(void 0, arguments);

      var dispatch = function dispatch() {
        throw new Error('Dispatching while constructing your middleware is not allowed. ' + 'Other middleware would not be applied to this dispatch.);
      };

      var middlewareAPI = { getState: store.getState, dispatch: function dispatch() {
          return dispatch;
        },
        namespaced: true
      };

      var _dispatch = function dispatch(enhancer) {
        return function () {
          return enhancer dispatch.apply(void 0, arguments);
        };
      };

      middlewares.reduceRight(function (enhancer, middleware, i) {
        var dispatch = _dispatch dispatch;

        return function () {
          return dispatch();
        };
      }, dispatch);

      return _objectSpread2(_objectSpread2(store, middlewareAPI), {
        dispatch: dispatch
      });
    };
  };
}

/**
 * Composes single-argument functions from right to left. The rightmost
 * function can take multiple arguments as it provides the
 * signature for the resulting composite function.
 *
 * @param {...Function} funcs The functions to compose.
 * @returns {Function} A function obtained by composing the argument functions
 * from right to left. For example, compose(f, g, h) is identical to doing
 * f(g(h(...args))).
 */

function compose() {
  for (var _len = arguments.length, funcs = new Array(_len), _key = 0; _key < _len; _key++) {
    funcs[_key] = arguments[_key];
  }

  if (funcs.length === 0) {
    return function (arg) {
      return arg;
    };
  }

  if (funcs.length === 1) {
    return funcs[0];
  }

  return funcs.reduce(function (a, b) {
    return function () {
      return a(b.apply(void 0, arguments));
    };
  });
}

/*global XMLHttpRequest */

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with a given keyCode or keyName.

```javascript
keyCode.isEventKey = function isEventKey(event, nameOrCode) {
  if (event && 'object' === typeof event) {
    var keyCode = event.which || event.keyCode || event.charCode;

    if (keyCode === null || keyCode === undefined) {
      return false;
    }

    if (typeof nameOrCode === 'string') {
      // check codes
      var foundNamedKey = codes[nameOrCode.toLowerCase()];

      if (foundNamedKey) {
        return foundNamedKey === keyCode;
      } // check aliases
      var foundNamedKey = aliases[nameOrCode.toLowerCase()];

      if (foundNamedKey) {
        return foundNamedKey === keyCode;
      }
    } else if (typeof nameOrCode === 'number') {
      return nameOrCode === keyCode;
    }

    return false;
  }
};
```

```javascript
keyCode = require('./keyCode.js');
```
name where supported
var eventName = prefixUnsafeLifecycleMethods ?
'UNSAFE_componentWillReceiveProps' : 'componentWillReceiveProps';

Provider.prototype[eventName] = function (nextProps) {
  if (this[stateKey] !== nextProps.store) {
    warnAboutReceivingStore();
  };
}

Provider.propTypes = {
  store: storeShape.isRequired,
  children: PropTypes.element.isRequired
};

Provider.childContextTypes = {
  _ProviderSchildContex: { }
};

storeShape.isRequired, _ProviderSchildContex(subscriptionKey) = subscriptionShape;

return Provider;

export default createProvider();

/*#__PURE__*/
function _assertThisInitialized(self) {
  if (self === void 0) {
    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");
  };

  return self;
}

/*#__PURE__*/
function _extends() {
  _extends = Object.assign || function (target) {
    for (var i = 1; i < arguments.length; i++) {
      var source = arguments[i];

      for (var key in source) {
        if (Object.prototype.hasOwnProperty.call(source, key)) {
          target[key] = source[key];
        }
      }
    }

    return target;
  };

  return _extends.apply(this, arguments);
}

/*#__PURE__*/
function _objectWithoutPropertiesLoose(source, excluded) {
  if (source == null) return {};
  var target = {};
  var sourceKeys = Object.keys(source);
  var key, i;

  for (i = 0; i < sourceKeys.length; i++) {
    key = sourceKeys[i];
    if (excluded.indexOf(key) >= 0) continue;
    target[key] = source[key];
  }

  return target;
}

// encapsulates the subscription logic for connecting a component to the redux store, as well
as nesting subscriptions of descendant components, so that we can ensure the ancestor components
re-render before descendants

var Subscription =
/*#__PURE__*/
function () {
  function Subscription(store, parentSub, onStateChange) {
    this.store = store;
    this.parentSub = parentSub;
    this.onStateChange = onStateChange;
    this.unsubscribe = null;
    this.listeners = nullListeners;
    this.listenersKeys = Object.keys(source);
    this.key = i; this.unsubscribe = (for (i = 0; i < sourceKeys.length; i++) {
      var key = sourceKeys[i];
      if (excluded.indexOf(key) >= 0) continue;
      this.listeners[key] = source[key];
    })
    return this.unsubscribe;
  };

  var _proto = Subscription.prototype;

  _proto.addNestedSub = function (listener) {
    this.unsubscribe = this.parentSub ?
      this.parentSub.addNestedSub(this.onStateChange) : this.store.subscribe(this.onStateChange);
    this.listeners = nullListeners;
    this.listenersKeys = Object.keys(source);
    this.key = i; this.unsubscribe = (for (i = 0; i < sourceKeys.length; i++) {
      var key = sourceKeys[i];
      if (excluded.indexOf(key) >= 0) continue;
      this.listeners[key] = source[key];
    })
    return this.unsubscribe;
  };

  _proto.notifyNestedSubs = function (listener) {
    this.listeners.notify();
    for (var i = 0; i < listener.length; i++) {
      listener[i]();
    }
  };

  return Subscription;
}();

export { Subscription as default };
selector.shouldComponentUpdate = true
selector.props = nextProps
selector.error = null

catch (error) {
    selector.shouldComponentUpdate = true
    selector.error = error
}

return selector

export default function connectAdvanced(
/*
  selectorFactory is a func that is responsible
for returning the selector function used to\n  compute new props from state, props, and dispatch. For example:
*/
export default connectAdvanced((dispatch, options) =>
  (state, props) =>
    ({
      thing: state.things[props.thingId],
      saveThing: fields => dispatch(actionCreators.saveThing(props.thingId, fields))
    }))(YourComponent)

Access to dispatch is provided to the factory so selectorFactories can bind actionCreators via \n outside of their selector \n as an optimization. Options passed to connectAdvanced are passed to
the selectorFactory, along with displayName and WrappedComponent, as the second argument.
Note that selectorFactory is responsible for all caching/memoization of inbound and outbound props. Do not use connectAdvanced directly without memoizing results between calls to your selector. Otherwise the Connect component will re-render on every state or props change.

_options object\n
var _contextTypes, _childContextTypes;

if (_ref === void 0) {
    _ref = {};
}

var _ref2 = _ref,
    _ref2$getDisplayName = _ref2.getDisplayName,
    getDisplayName = _ref2$getDisplayName === void 0 ? function (name) {
        return 'ConnectAdvanced(' + name + ')
    } : _ref2$getDisplayName,
    _ref2$methodName = _ref2$methodName === void 0 ? 'connectAdvanced' : _ref2$methodName,
    methodName = _ref2$methodName,
    _ref2$renderCountProp = _ref2$renderCountProp === void 0 ? undefined : _ref2$renderCountProp,
    _ref2$shouldHandleStateChanges = _ref2$shouldHandleStateChanges === void 0 ? true : _ref2$shouldHandleStateChanges,
    _ref2$storeKey = _ref2$storeKey === void 0 ? 'store' : _ref2$storeKey,
    _ref2$withRef = _ref2$withRef === void 0 ? false : _ref2$withRef,
    connectOptions = _objectWithoutPropertiesLoose(_ref2, ['getDisplayName', 'methodName', 'renderCountProp', 'shouldHandleStateChanges', 'storeKey', 'withRef']);

var subscriptionKey = _ref2$storeKey + 'Subscription';
var version = hotReloadingVersion++;
var contextTypes = (_contextTypes = {},
    _contextTypes[storeKey] = storeShape,
    _contextTypes[subscriptionKey] = subscriptionShape,
    _contextTypes);
var childContextTypes = (_childContextTypes = {},
    _childContextTypes[subscriptionKey] = subscriptionShape,
    _childContextTypes);

var Connect =
    /*#__PURE__*/
    function (_Component) {
        _inheritsLoose(Connect, _Component);

        function Connect(props, context) {
            var _this;

            _this = _Component.call(this, props, context) || this;
            _this.version = version;
            _this.state = {};
            _this.renderCount = 0;
            _this.store = props[storeKey];
            _this.context = context;[storeKey];
            _this.propsMode = Boolean(props[storeKey]);
            _this.setWrappedInstance = _this.setWrappedInstance.bind(_assertThisInitialized(_assertThisInitialized(_this)));
            
            invariant(isValidElementType(WrappedComponent), "You must pass a component to the function returned by \"" + (methodName + '). Instead received \"" + JSON.stringify(WrappedComponent)\"\");\n            var wrappedComponentName = WrappedComponent.displayName || WrappedComponent.name || 'Component';
            var displayName = wrappedComponentName;
            var displayName = wDisplayName(wrappedComponentName);
            var var selectorFactoryOptions = _extends({}, connectOptions, {
                displayName: displayName,
                wrappedComponentName: wrappedComponentName,
                WrappedComponent: WrappedComponent
            });

            return Connect);\n        }

        var _proto = Connect.prototype;

        _proto.getChildContext = function getChildContext() {
            var
                _ref3;
            if (_ref3 === void 0) {
                _ref3 = {};
            }
            var _ref4 = _ref3;
            _ref4.getMixedProps = _ref4.getProps;
            return _ref4.getMixedProps;
        }

        return Connect;
    };

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 3448
detectFactoryAndVerify to get ownProps

if (typeof props === 'function') {
  proxy.mapToProps = props;
}

if (process.env.NODE_ENV !== 'production') verifyPlainObject(props, displayName, methodName);

return proxy;

};

export function whenMapDispatchToPropsIsFunction(mapDispatchToProps) {
  return typeof mapDispatchToProps === 'function' ? wrapMapToPropsFunc(mapDispatchToProps, 'mapDispatchToProps') : undefined;
}

export function whenMapDispatchToPropsIsMissing(mapDispatchToProps) {
  return !mapDispatchToProps ? wrapMapToPropsConstant(function (dispatch) {
    return {
      dispatch: dispatch
    };
  }) : undefined;
}

export function whenMapDispatchToPropsIsObject(mapDispatchToProps) {
  return mapDispatchToProps && typeof mapDispatchToProps === 'object' ? wrapMapToPropsConstant(function (dispatch) {
    return bindActionCreators(mapDispatchToProps, dispatch);
  }) : undefined;
}

export default [whenMapDispatchToPropsIsFunction, whenMapDispatchToPropsIsMissing, whenMapDispatchToPropsIsObject];
(mapDispatchToProps.dependsOnOwnProps) dispatchProps = mapDispatchToProps(dispatch, ownProps);^
mergedProps = mergeProps(stateProps, dispatchProps, ownProps);^
return mergedProps;
}

function handleNewProps() {
  if (mapStateToProps.dependsOnOwnProps) stateProps = mapStateToProps(state, ownProps);^
return mergedProps;
}

function handleNewState() {
  nextStateProps = mapStateToProps(state, ownProps);^
if (propsChanged) return handleNewPropsAndNewState();
}

function handleSubsequentCalls(nextState, nextOwnProps) {
  var statePropsChanged = !areStatePropsEqual(nextStateProps, stateProps);^
  state = nextState;^
  ownProps = nextOwnProps;^
  if (propsChanged && stateChanged) return handleNewPropsAndNewState();^
  if (propsChanged) return handleNewProps();^
  if (stateChanged) return handleNewState();^
return mergedProps;
}

return function pureFinalPropsSelector(nextState, nextOwnProps) {
  return hasRunAtLeastOnce ? handleSubsequentCalls(nextState, nextOwnProps) :
      handleFirstCall(nextState, nextOwnProps);
} // TODO: Add more comments
// If pure is true, the selector
// returned by selectorFactory will memoize its results,
// allowing connectAdvanced's shouldComponentUpdate to
// return false if final
// props have not changed. If false, the selector will always return a new
// object and
// shouldComponentUpdate will always return true.

export default function finalPropsSelectorFactory(dispatch, _ref2) {
  var initMapStateToProps = _ref2.initMapStateToProps,
      initMapDispatchToProps = _ref2.initMapDispatchToProps,
      initMergeProps = _ref2.initMergeProps,
      options = _objectWithoutPropertiesLoose(_ref2, ["initMapStateToProps", "initMapDispatchToProps", "initMergeProps"]);^

  mapStateToProps = initMapStateToProps(dispatch, options);^
  mapDispatchToProps = initMapDispatchToProps(dispatch, options);^
  mergeProps = initMergeProps(dispatch, options);^

  if (process.env.NODE_ENV !== 'production') {
    verifySubselectors(mapStateToProps, mapDispatchToProps, mergeProps, options.displayName);
  }

  var selectorFactory = options.pure ?
      pureFinalPropsSelectorFactory : impureFinalPropsSelectorFactory;
  return selectorFactory(mapStateToProps, mapDispatchToProps, mergeProps, dispatch, options);
}
propTypes = _interopRequireDefault(_propTypes);

var _events = require('../utils/events');

var _events2 = _interopRequireDefault(_events);

var _keycode = require('keycode');

var _keycode2 = _interopRequireDefault(_keycode);

var _FocusRipple = require('./FocusRipple');

var _FocusRipple2 = _interopRequireDefault(_FocusRipple);

var _TouchRipple = require('./TouchRipple');

var _TouchRipple2 = _interopRequireDefault(_TouchRipple);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var styleInjected = false;
var listening = false;
var tabPressed = false;

function injectStyle() {
  if (!styleInjected) {
    // Remove inner padding and border in Firefox 4+.
    var style = document.createElement('style');
    style.innerHTML = '\n      button::-moz-focus-inner,
      input::-moz-focus-inner {
        border: 0;
        padding: 0;
      }\n    ';
    document.body.appendChild(style);
    styleInjected = true;
  }
}

function listenForTabPresses() {
  if (!listening) {
    _events2.default.on(window, 'keydown', function (event) {
      tabPressed = (0, _keycode2.default)(event) === 'tab';
    });

    listening = true;
  }
}

var EnhancedButton = function (_Component) {
  (0, _inherits3.default)(EnhancedButton, _Component);

  function EnhancedButton() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, EnhancedButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = EnhancedButton.__proto__ || (0, _getPrototypeOf2.default)(EnhancedButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      isKeyboardFocused: false
    }, _this.handleKeyDown = function (event) {
      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {
        if ((0, _keycode2.default)(event) === 'esc' && _this.state.isKeyboardFocused) {
          _this.removeKeyboardFocus(event);
        }
      }

      _this.props.onKeyDown(event);
    }, _this.handleKeyUp = function (event) {
      _this.props.onKeyUp(event);
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      _this.removeKeyboardFocus(event);

      _this.props.onBlur(event);
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!_this.props.disabled && !_this.props.disableKeyboardFocus) {
        // setTimeout is needed because the focus event fires first
        // Wait so that we can capture if this was a keyboard
        // or touch focus
        this.state.focusTimeout = setTimeout(function () {
          if (tabPressed) {
            _this.setKeyboardFocus(event);

            tabPressed = false;
          }
        }, 150);

        _this.handleKeyUp = function (event) {
          _this.props.onKeyUp(event);
        }
      }
    }, _this.handleClick = function (event) {
      _this.cancelFocusTimeout();

      if (!_this.props.disabled) {
        _this.removeKeyboardFocus(event);

        _this.props.onFocus(event);
      }
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!(_this.props.disabled && (!_this.props.disableKeyboardFocus) || !_this.props.keyboardFocused)) {
        if (_this.state.keyboardFocused) {
          _this.props.onKeyboardFocus(null, true);
        }
      }
    }, _this.handleKeyboardFocus = function (event) {
      _this.props.keyboardFocused = !_this.props.keyboardFocused;
      _this.setState({
        isKeyboardFocused: !_this.state.isKeyboardFocused
      });
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      if (!_this.props.disabled) {
        _this.removeKeyboardFocus(event);

        _this.props.onFocus(event);
      }
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!_this.props.keyboardFocused) {
        _this.state.isKeyboardFocused = !_this.state.isKeyboardFocused;
      }
    }, _this.handleKeyboardFocus = function (event) {
      if (!_this.props.keyboardFocused) {
        _this.state.isKeyboardFocused = true;
      }
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      _this.removeKeyboardFocus(event);

      _this.props.onBlur(event);
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!_this.props.keyboardFocused) {
        _this.state.isKeyboardFocused = !_this.state.isKeyboardFocused;
      }
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      _this.removeKeyboardFocus(event);

      _this.props.onBlur(event);
    }, _this.handleFocus = function (event) {
      if (event) event.persist();

      if (!_this.props.keyboardFocused) {
        _this.state.isKeyboardFocused = !_this.state.isKeyboardFocused;
      }
    }, _this.handleBlur = function (event) {
      _this.cancelFocusTimeout();

      _this.removeKeyboardFocus(event);

      _this.props.onBlur(event);
    }
  }

  (0, _createClass3.default)(EnhancedButton, 

  }

  return EnhancedButton;
}
containerElement === 'button') {
    buttonProps.type = type;
  }

  return _react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren);
}

return _react2.default.createElement(href ? 'a' : containerElement, buttonProps, buttonChildren);

EnhancedButton.defaultProps = {
  containerElement: 'button',
  onBlur: function onBlur() {},
  onFocus: function onFocus() {},
  onKeyDown: function onKeyDown() {},
  onClick: function onClick() {},
  onKeyUp: function onKeyUp() {},
  onKeyboardFocus: function onKeyboardFocus() {},
  type: 'button'
};
EnhancedButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
EnhancedButton.propTypes = process.env.NODE_ENV !== 'production' ? {
  centerRipple: _propTypes2.default.bool,
  children: _propTypes2.default.node,
  containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, _propTypes2.default.default.string, _propTypes2.default.default.element]),
  disableFocusRipple: _propTypes2.default.bool,
  disableKeyboardFocus: _propTypes2.default.bool,
  disableTouchRipple: _propTypes2.default.bool,
  disabled: _propTypes2.default.bool,
  focusRippleColor: _propTypes2.default.string,
  focusRippleOpacity: _propTypes2.default.default.number,
  href: _propTypes2.default.string,
  onBlur: _propTypes2.default.func,
  onFocus: _propTypes2.default.func,
  onKeyDown: _propTypes2.default.func,
  onKeyUp: _propTypes2.default.func,
  onKeyboardFocus: _propTypes2.default.func,
  style: _propTypes2.default.object,
  tabIndex: _propTypes2.default.number,
  touchRippleColor: _propTypes2.default.string,
  touchRippleOpacity: _propTypes2.default.default.number
} : {};
exports.default = EnhancedButton;
function get() { return _interopRequireDefault(_RadioButtonGroup).default; }

function _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj; }; }

"use strict";

Object.defineProperty(exports, '__esModule', { value: true });

function _interopDefault(ex) {
  return ex && typeof ex === 'object' && 'default' in ex ? ex['default'] : ex;
}

var _classCallCheck = _interopDefault(require('@babel/runtime/helpers/classCallCheck'));

var _createClass = _interopDefault(require('@babel/runtime/helpers/createClass'));

var _possibleConstructorReturn = _interopDefault(require('@babel/runtime/helpers/possibleConstructorReturn'));

var _getPrototypeOf = _interopDefault(require('@babel/runtime/helpers/getPrototypeOf'));

var _inherits = _interopDefault(require('@babel/runtime/helpers/inherits'));

var _typeof = _interopDefault(require('@babel/runtime/helpers/typeof'));

var _objectWithoutProperties = _interopDefault(require('@babel/runtime/helpers/objectWithoutProperties'));

var _extends = _interopDefault(require('@babel/runtime/helpers/extends'));

var React = _interopDefault(require('react'));

var PropTypes = _interopDefault(require('prop-types'));

var warning = _interopDefault(require('warning'));

function defineProperty(object, property, attr) {
  return Object.defineProperty(object, property, attr);
}

var passiveOption = function () {
  var cache = null;
  return function () {
    if (cache !== null) {
      return cache;
    }

    var supportsPassiveOption = false;

    try {
      window.addEventListener('test', null, defineProperty({}, 'passive', {
        get: function get() {
          supportsPassiveOption = true;
        }
      }));
    } catch (err) {
      //
    }

    cache = supportsPassiveOption;
    return supportsPassiveOption;
  }();
}();

var defaultEventOptions = {
  capture: false,
  passive: false
};

function mergeDefaultEventOptions(options) {
  return _extends({}, defaultEventOptions, options);
}

function getEventListenerArgs(eventName, callback, options) {
  var args = [eventName, callback];
  args.push(passiveOption ? options : options.capture);
  return args;
}

function on(target, eventName, callback, options) {
  // eslint-disable-next-line prefer-spread
  target.addEventListener.apply(target, getEventListenerArgs(eventName, callback, options));
}

function off(target, eventName, callback, options) {
  // eslint-disable-next-line prefer-spread
  target.removeEventListener.apply(target, getEventListenerArgs(eventName, callback, options));
}

function forEachListener(props, iteratee) {
  var children = props.children,
      target = props.target,
      eventProps = _objectWithoutProperties(props, ['children', 'target']);

  Object.keys(eventProps).forEach(function (name) {
    if (name.substring(0, 2) !== 'on') {
      return;
    }

    var prop = eventProps[name];

    var type = _typeof(prop);
    var isObject = type === 'object';
    var isFunction = type === 'function';

    if (!isObject && !isFunction) {
      return;
    }

    var capture = name.substr(-7).toLowerCase() === 'capture';
    var eventName = name.substring(2).toLowerCase();
    eventName = capture ? eventName.substring(0, eventName.length - 7) : eventName;
    if (isObject) {
      iteratee(eventName, prop.handler, prop.options);
    } else {
      iteratee(eventName, prop, mergeDefaultEventOptions({
        capture: capture
      }));
    }
  });
}

function withOptions(handler, options) {
  process.env.NODE_ENV !== 'production' ? warning(options, 'react-event-listener: should be specified options in withOptions.') : void 0;
  return {
    handler: handler,
    options: mergeDefaultEventOptions(options)
  };
}

var EventListener = /*#__PURE__*/ function (_React$PureComponent) {
  _inherits(EventListener, _React$PureComponent);

  function EventListener() {
    _classCallCheck(this, EventListener);

    return _possibleConstructorReturn(this, _getPrototypeOf(EventListener).apply(this, arguments));
  }

  _createClass(EventListener, [{
    key: "componentDidMount",
    value: function componentDidMount() {
      this.applyListeners(on);
    }
  }, {
    key: "componentDidUpdate",
    value: function componentDidUpdate(prevProps) {
      this.applyListeners(off, prevProps);
      this.applyListeners(on);
      this.applyListeners(onOrOff);
    }
  }, {
    key: "componentWillUnmount",
    value: function componentWillUnmount() {
      var target = props.target;
      var element = target;
      if (typeof target === 'string') {
        element = window[target];
      }
      forEachListener(props,
      )
    }
  }]);

  return EventListener;
}

EventListener.propTypes = {
  children: PropTypes.node.isRequired,
  target: PropTypes.node
};

EventListener.defaultProps = {
  target: document.body
};

EventListener = /*#__PURE__*/ React.createElement(EventListener);

export default EventListener;
color.charAt(i);
    }

    color = extendedColor;
  }

  var values = {
    r: parseInt(color.substr(1, 2), 16),
    g: parseInt(color.substr(3, 2), 16),
    b: parseInt(color.substr(5, 2), 16)
  };
  return 'rgb(' + values.r + ', ' + values.g + ', ' + values.b + ')';
}
/**
 * Returns an object with the type and values of a color.
 * Note: Does not support rgb % values and color names.
 * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()
 * @returns {{type: string, values: number[]} A MUI color object
 */

function decomposeColor(color) {
  if (color.charAt(0) === '#') {
    return decomposeColor(convertHexToRGB(color));
  }

  var marker = color.indexOf('(');
  process.env.NODE_ENV !== "production" ? (0, _warning2.default)(marker !== -1, 'Material-UI: The ' + color + ' color was not parsed correctly, because it has an unsupported format (color name or RGB %). This may cause issues in component rendering.') : void 0;
  var type = color.substring(0, marker);
  var values = color.substring(marker + 1, color.length - 1).split('),');
  values = values.map(function(value) {
    return parseFloat(value);
  });
  return {
    type: type,
    values: values
  };}
/**
 * Calculates the contrast ratio between two colors.
 * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()
 * @returns {number} A contrast ratio value in the range 0 - 21 with 2 digit precision.
 */

function getContrastRatio(foreground, background) {
  var lumA = getLuminance(foreground);
  var lumB = getLuminance(background);
  var contrastRatio = (Math.max(lumA, lumB) + 0.05) / (Math.min(lumA, lumB) + 0.05);
  return Number(contrastRatio.toFixed(2)); // Truncate at two digits
}
/**
 * The relative brightness of any point in a color space, normalized to 0 for darkest black and 1 for lightest white.
 * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()
 * @returns {number} The relative brightness of the color in the range 0 - 1.
 */

function getLuminance(color) {
  color = decomposeColor(color);

  if (color.type.indexOf('rgb') > -1) {
    var rgb = color.values.map(function(val) {
      val /= 255; // normalized
      return val <= 0.03928 ? val / 12.92 : Math.pow((val + 0.055) / 1.055, 2.4);
    });
    return Number((0.2126 * rgb[0] + 0.7152 * rgb[1] + 0.0722 * rgb[2]).toFixed(3)); // Truncate at 3 digits
  } else if (color.type.indexOf('hsl') > -1) {
    return color.values[2] / 100;
  }
}
/**
 * Darkens a color.
 * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()
 * @param {number} coefficient - multiplier in the range 0 - 1
 * @returns {string} A CSS color string.
 */

function darken(color, coefficient) {
  color = decomposeColor(color);
  coefficient = clamp(coefficient, 0, 1);

  if (color.type.indexOf('hsl') > -1) {
    color.values[2] *= 1 - coefficient;
  } else if (color.type.indexOf('rgb') > -1) {
    for (var i = 0; i < 3; i++) {
      color.values[i] *= 1 - coefficient;
    }
  }

  return convertColorToString(color);
}
/**
 * Lightens a color.
 * @param {string} color - CSS color, i.e. one of: #nnn, #nnnnnn, rgb(), rgba(), hsl(), hsla()
 * @param {number} coefficient - multiplier in the range 0 - 1
 * @returns {string} A CSS color string.
 */

function lighten(color, coefficient) {
  color = decomposeColor(color);
  coefficient = clamp(coefficient, 0, 1);

  if (color.type.indexOf('hsl') > -1) {
    color.values[2] += (100 - color.values[2]) * coefficient;
  } else if (color.type.indexOf('rgb') > -1) {
    for (var i = 0; i < 3; i++) {
      color.values[i] += (255 - color.values[i]) * coefficient;
    }
  }

  return convertColorToString(color);
require('./IconButton');

var _IconButton2 = _interopRequireDefault(_IconButton);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _IconButton2.default;

"use strict";

var _shallowEqual2 = _interopRequireDefault(_shallowEqual);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _shallowEqual2.default;

"use strict";

Object.defineProperty(exports, "__esModule", {
  value: true
});

exports.default = {
  set: function set(style, key, value) {
    style[key] = value;
  }
};

"use strict";

Object.defineProperty(exports, "__esModule", {
  value: true
});

exports.default = undefined;

var _TextField2 = require('./TextField');

var _TextField2 = _interopRequireDefault(_TextField);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _TextField2.default;
these warnings for this special case.

```javascript
componentWillMount.__suppressDeprecationWarning = true;
cOMPONENT_PROPERTY_NAME !== null ? 1 : 0 || 0; var prototype = COMPONENT_PROPERTY_NAME ? prototype : prototype; var foundWillMountName = null; var foundWillReceivePropsName = null; var foundWillUpdateName = null; if (typeof prototype.componentWillMount === 'function') {
  \n  foundWillMountName = 'componentWillMount';
} else if (typeof prototype.UNSAFE_componentWillMount === 'function') {
  \n  foundWillMountName = 'UNSAFE_componentWillMount';
} \n\nif (foundWillMountName !== null) {
  componentName = COMPONENT_NAME || COMPONENT_NAME;
  throw Error('Unsafe legacy lifecycles will not be called. Error if any of these lifecycles are present. Because they would work differently between older and newer (16.3+) versions of React.

```
Checks if `value` is a valid array-like index.

```javascript
function isIndex(value, length) {
  var type = typeof value;
  length = length == null ? MAX_SAFE_INTEGER : length;
  return !!length && (type == 'number' || type != 'symbol' && reIsUint.test(value)) && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;
}
```

Used as references for various `Number` constants.

```javascript
var MAX_SAFE_INTEGER = 9007199254740991;
/**
 * Checks if `value` is a valid length.
 *
 * @returns {boolean} Returns `true` if `value` is a valid length, else `false`.
 * @example
 *
 * _.isLength(3);
 * // => true
 *
 * _.isLength(Number.MIN_VALUE);
 * // => false
 */

function isLength(value) {
  return typeof value == 'number' && value > -1 && value % 1 == 0 && value <= MAX_SAFE_INTEGER;
}
```

Used for built-in method references.

```javascript
function isFunction(value) {
  if (!isObject(value)) {
    return false;
  } // The use of 'Object#toString' avoids issues with the 'typeof' operator

  var tag = baseGetTag(value);

  return tag == funcTag || tag == genTag || tag == asyncTag || tag == proxyTag;
}
```

```
// * Used as references for various 'Number' constants. */
var MAX_SAFE_INTEGER = 9007199254740991;

// * Checks if 'value' is a valid length, else 'false.' * @example

* _isLength(Number.MIN_VALUE);*_n * // => false
* _isLength(Infinity);*_n * // => false
* _isLength(3);*_n * // => false
* _isFunction(isLength(value));*_n * // return typeof value === 'number' &

& value > -1 &

& value % 1 == 0 &

& value <= MAX_SAFE_INTEGER;";/**

Used as references for various 'Number' constants.

```

```
/**
 * Checks if `value` is a valid length, else 'false.' * @example

* _isLength(Number.MIN_VALUE);*_n * // => false
* _isLength(Infinity);*_n * // => false
* _isLength(3);*_n * // => false
* _isFunction(isLength(value));*_n * // return typeof value === 'number' &

& value > -1 &

& value % 1 == 0 &

& value <= MAX_SAFE_INTEGER;";/**

Used as references for various 'Number' constants.

```

```
// * Checks if 'value' is a valid length, else 'false.' * @example

* _isLength(Number.MIN_VALUE);*_n * // => false
* _isLength(Infinity);*_n * // => false
* _isLength(3);*_n * // => false
* _isFunction(isLength(value));*_n * // return typeof value === 'number' &

& value > -1 &

& value % 1 == 0 &

& value <= MAX_SAFE_INTEGER;";/**

Used as references for various 'Number' constants.

```

```
/**
 * Checks if `value` is a valid length, else 'false.' * @example

* _isLength(Number.MIN_VALUE);*_n * // => false
* _isLength(Infinity);*_n * // => false
* _isLength(3);*_n * // => false
* _isFunction(isLength(value));*_n * // return typeof value === 'number' &

& value > -1 &

& value % 1 == 0 &

& value <= MAX_SAFE_INTEGER;";/**

Used as references for various 'Number' constants.

```

```
/**
 * Checks if `value` is a valid length, else 'false.' * @example

* _isLength(Number.MIN_VALUE);*_n * // => false
* _isLength(Infinity);*_n * // => false
* _isLength(3);*_n * // => false
* _isFunction(isLength(value));*_n * // return typeof value === 'number' &

& value > -1 &

& value % 1 == 0 &

& value <= MAX_SAFE_INTEGER;";/**

Used as references for various 'Number' constants.

```
comparisons.

* @param {Function} equalFunc The function to determine equivalents of values.

* @param {Object} stack Tracks traversed `object` and `other` objects.

* @returns {boolean} Returns `true` if the objects are equivalent, else `false`.

*/

function equalByTag(object, other, tag, bitmask, customizer, equalFunc, stack) {
  switch (tag) {
    case dataViewTag:
      if (object.byteLength != other.byteLength || object.byteOffset != other.byteOffset) {
        return false;
      }

      object = object.buffer;
      other = other.buffer;

    case arrayBufferTag:
      if (object.byteLength != other.byteLength || !equalFunc(new Uint8Array(object), new Uint8Array(other))) {
        return false;
      }

      return true;

    case boolTag:
    case dateTag:
    case numberTag:
      // Coerce booleans to `1` or `0` and dates to milliseconds.
      // Invalid dates are coerced to `NaN`.
      return eq(+object, +other);

    case errorTag:
      return object.name == other.name && object.message == other.message;

    case regexpTag:
    case stringTag:
      // Coerce regexes to strings and treat strings, primitives and objects as equal.
      // See http://www.ecma-international.org/ecma-262/7.0/#sec-regexp.prototype.toString
      // for more details.
      return object == other + '';

    case mapTag:
      var convert = mapToArray;
      var isPartial = bitmask & COMPARE_PARTIAL_FLAG;

      if (object.size != other.size && !isPartial) {
        return false;
      }

      var stacked = stack.get(object);

      if (stacked) {
        return stacked == other;
      }

      bitmask |= COMPARE_UNORDERED_FLAG; // Recursively compare objects (susceptible to call stack limits).

      var result = equalArrays(convert(object), convert(other), bitmask, customizer, equalFunc, stack);

      stack['delete'](object);
      return result;

    case symbolTag:
      if (symbolValueOf) {
        return symbolValueOf.call(object) == symbolValueOf.call(other);
      }

  }

  return false;
}

export default equalByTag;
Use of Open Source in Cisco Nexus Dashboard Insights 6.1.1

```javascript
(function DataView && getTag(new DataView(new ArrayBuffer(1))) != dataViewTag || Map && getTag(new Map()) != mapTag || Promise && getTag(Promise.resolve()) != promiseTag || Set && getTag(new Set()) != setTag || WeakMap && getTag(new WeakMap()) != weakMapTag) { return dataViewTag; }
```

In this snippet, the function `getTag` is used to check if a value is a `DataView`, `Map`, `Promise`, `Set`, `WeakMap`, or other similar objects. The snippet returns `dataViewTag` if any of these conditions are met. This is a part of the code that handles the comparison of different JavaScript object types.

The snippet is part of a larger codebase that includes various utility functions for handling and comparing JavaScript objects, such as `equalObjects`, `equalArrays`, and `baseIsEqualDeep`. These functions are used to compare objects deeply, taking into account circular references and other nuances of JavaScript's object comparison.

The codebase is used in the `importStack.js` file, which likely contains other utility functions and code related to the `Option` and `Object` types, among others.

The overall goal of this codebase is to provide functions that can be used to compare complex JavaScript objects in a robust and efficient manner, ensuring that even when objects are deeply nested or have circular references, they can be accurately compared.

This codebase is an example of the use of open-source libraries in developing large-scale applications like Cisco Nexus Dashboard Insights, demonstrating the importance of reusable and tested code in modern software development.
delete this.currentlyTransitioningKeys[key];
var currentChildMapping = (0, _ChildMapping.getChildMapping)(this.props.children);
if (currentChildMapping.hasOwnProperty(key)) {
  // This was removed before it had fully appeared. Remove it.
  this.performLeave(key, component);
} else {
  if (component.componentWillLeave) {
    component.componentWillLeave(bind(this, this.handleDoneLeaving, key, component));
  } else {
    this.keysToLeave.push(key);
  }
}

var currentChildMapping = (0, _ChildMapping.getChildMapping)(this.props.children);
if (currentChildMapping.hasOwnProperty(key)) {
  // This was removed before it had fully entered. Remove it.
  this.performLeave(key, component);
} else {
  if (component.componentWillEnter) {
    component.componentWillEnter(bind(this, this.handleDoneEntering, key, component));
  } else {
    this.keysToEnter.push(key);
  }
}

var newChildren = extends({}, state.children);
delete newChildren[key];
return {
  children: newChildren
}
}

var transitionGroup = componentWillMount();
var transitionGroup = this.currentlyTransitioningKeys[key];
while (transitionGroup) {
  var key = Object.keys(transitionGroup);
  var value = transitionGroup[key];
  transitionGroup[key] = undefined;
  if (value) {
    transitionGroup[key] = undefined;
  }
}

var nextChildMapping = (0, _ChildMapping.getChildMapping)(nextProps.children);
var prevChildMapping = this.state.children;
this.setState({
});

for (var i = 0; i < keysToEnter.length; i++) {
  var key = keysToEnter[i];
  var component = this.childRefs[key];
  this.performEnter(key, component);
}

for (var i = 0; i < keysToLeave.length; i++) {
  var key = keysToLeave[i];
  var component = this.childRefs[key];
  this.performLeave(key, component);
}

process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(isCallbackRef, 'string refs are not supported on
children of TransitionGroup and will be ignored. ' + Please use a callback ref instead:
https://facebook.github.io/react/docs/refs-and-the-dom.html#the-ref-callback-attribute') : void 0; // Always chaining the refs leads to problems when the childFactory
  // wraps the child. The child ref callback gets called twice
  // with the wrapper and the child. So we only need to chain the ref if the factoryChild is not different from child.
  if (factoryChild === child && & & isCallbackRef) {
    ref = (0, _chainFunction2.default)(child.ref, ref);
  } // You may need to apply reactive updates to a child as it is
  // leaving. The normal React way to do it won't work since the child will have
  // already been removed. In case you need this behavior you can provide
  // a childFactory function to wrap every child, even the ones that are
  // leaving. childrenToRender.push(react2.default.createElement(factoryChild, {
  // key: key, ref: ref }));

  for (var key in this.state.children) {
    _loop(key);
  } // Do not forward TransitionGroup props to primitive DOM nodes

  var props = _extends({}, this.props);
  delete props.transitionLeave;
  delete props.transitionName;
  delete props.transitionAppear;
  delete props.transitionEnter;
  delete props.childFactory;
  delete props.transitionLeaveTimeout;
  delete props.transitionEnterTimeout;
  delete props.transitionAppearTimeout;
  delete props.component;
  return react2.default.createElement(this.props.component, props, childrenToRender);
}(_react2.default.Component);

TransitionGroup.displayName = 'TransitionGroup';
TransitionGroup.propTypes = process.env.NODE_ENV !== 'production' ? propTypes : {};
TransitionGroup.defaultProps = defaultProps;
exports.default = TransitionGroup;
module.exports = exports['default'];
(options.weekday === 'narrow') {
    return dayAbbreviation[day.getDay()];
  } else if (options.year === 'numeric') {
    return date.getFullYear();
  } else if (options.month === 'numeric') {
    return date.getMonth() + 1;
  } else if (options.day === 'numeric') {
    return date.getDate();
  } else {
    process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(false,
      'Material-UI: Wrong usage of DateTimeFormat') : void 0;
  }
}

function getYear(d) {
  return d.getFullYear();
}

function setYear(d, year) {
  var newDate = cloneDate(d);
  newDate.setFullYear(year);
  return newDate;
}

function addDays(d, days) {
  var newDate = cloneDate(d);
  newDate.setDate(d.getDate() + days);
  return newDate;
}

function addMonths(d, months) {
  var newDate = cloneDate(d);
  newDate.setMonth(d.getMonth() + months);
  return newDate;
}

function addYears(d, years) {
  var newDate = cloneDate(d);
  newDate.setFullYear(d.getFullYear() + years);
  return newDate;
}

function cloneDate(d) {
  return new Date(d.getTime());
}

function cloneAsDate(d) {
  var clonedDate = cloneDate(d);
  clonedDate.setHours(0, 0, 0, 0);
  return clonedDate;
}

function getDaysInMonth(d) {
  var resultDate = getFirstDayOfMonth(d);
  resultDate.setMonth(resultDate.getMonth() + 1);
  resultDate.setDate(resultDate.getDate() - 1);
  return resultDate;
}

function getFirstDayOfMonth(d) {
  return new Date(d.getFullYear(), d.getMonth(), 1);
}

function getFirstDayOfWeek() {
  var now = new Date();
  return new Date(now.setDate(now.getDate() - now.getDay()));
}

function getWeekArray(d, firstDayOfWeek) {
  var dayArray = [];
  var daysInMonth = getDaysInMonth(d);
  var weekArray = [];
  var week = [];

  for (var i = 1; i <= daysInMonth; i++) {
    dayArray.push(new Date(d.getFullYear(), d.getMonth(), i));
  }

  var addWeek = function addWeek(week) {
    var emptyDays = 7 - week.length;
    for (var _i = 0; _i < emptyDays; ++_i) {
      week.push(null);
    }
    weekArray.push(week);
  };

  dayArray.forEach(function (day) {
    if (week.length > 0 && day.getDay() === firstDayOfWeek) {
      addWeek(week);
      week = [];
    }
    week.push(day);
    if (dayArray.indexOf(day) === dayArray.length - 1) {
      addWeek(week);
    }
  });
  return weekArray;
}

function localizedWeekday(DateTimeFormat, locale, day, firstDayOfWeek) {
  var weekdayFormatter = new DateTimeFormat(locale, {
    weekday: 'narrow'
  });
  var firstDayDate = getFirstDayOfWeek();
  return weekdayFormatter.format(addDays(firstDayDate, day + firstDayOfWeek));
}

function formatIso(date) {
  return new Date(date.toDateString() + ' 12:00:00 +0000').toISOString().substring(0, 10);
}

function isEqualDate(d1, d2) {
  return d1 && d2 && d1.getFullYear() === d2.getFullYear() && d1.getMonth() === d2.getMonth() && d1.getDate() === d2.getDate();
}

function isBeforeDate(d1, d2) {
  var date1 = cloneAsDate(d1);
  var date2 = cloneAsDate(d2);
  return date1.getTime() < date2.getTime();
}

function isAfterDate(d1, d2) {
  var date1 = cloneAsDate(d1);
  var date2 = cloneAsDate(d2);
  return date1.getTime() > date2.getTime();
}

function isBetweenDates(dateToCheck, startDate, endDate) {
  return !isBeforeDate(dateToCheck, startDate) && !isAfterDate(dateToCheck, endDate);
}

function monthDiff(d1, d2) {
  var m = (d1.getFullYear() - d2.getFullYear()) * 12;
  m += d1.getMonth();
  m -= d2.getMonth();
  return m;
}

function yearDiff(d1, d2) {
  return ~~(monthDiff(d1, d2) / 12);
}

var defaultUtils = exports.defaultUtils = {
  getYear: getYear,
  setYear: setYear,
  addDays: addDays,
  addMonths: addMonths,
  addYears: addYears,
};

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = null;
addHours; exports.addMinutes = addMinutes; exports.addSeconds = addSeconds; exports.clone = clone;
exports.formatTime = formatTime;
exports.rad2deg = rad2deg;
exports.getTouchEventOffsetValues = getTouchEventOffsetValues;
exports.isInner = isInner;

// Public Functions
addHours;
exports.addMinutes = addMinutes;
exports.addSeconds = addSeconds;
exports.formatTime = formatTime;
exports.rad2deg = rad2deg;
exports.getTouchEventOffsetValues = getTouchEventOffsetValues;
exports.isInner = isInner;

// Public Functions
addHours;
exports.addMinutes = addMinutes;
exports.addSeconds = addSeconds;
exports.formatTime = formatTime;
exports.rad2deg = rad2deg;
exports.getTouchEventOffsetValues = getTouchEventOffsetValues;
exports.isInner = isInner;

function addHours(d, hours) {
  var newDate = clone(d);
  newDate.setHours(d.getHours() + hours);
  return newDate;
}

function addMinutes(d, minutes) {
  var newDate = clone(d);
  newDate.setMinutes(d.getMinutes() + minutes);
  return newDate;
}

function addSeconds(d, seconds) {
  var newDate = clone(d);
  newDate.setSeconds(d.getSeconds() + seconds);
  return newDate;
}

function clone(d) {
  return new Date(d.getTime());
}
/**
 * @param date [Date] A Date object.
 * @param format [String] One of 'ampm', '24hr', defaults to 'ampm';
 * @param pedantic [Boolean]
 * Check time-picker/time-picker.jsx file
 *
 * @return String A string representing the formatted time.
 */


function formatTime(date) {
  if (!date) return '';

  var hours = date.getHours();
  var mins = date.getMinutes().toString();

  if (format === 'ampm') {
    var isAM = hours < 12;
    hours = hours % 12;
    var additional = isAM ? 'am' : 'pm';
    hours = (hours || 12).toString();
    if (mins.length < 2) mins = '0' + mins;

    if (pedantic) {
      // Treat midday/midnight specially http://www.nist.gov/pml/div688/times.cfm
      if (hours === '12' && mins === '00') {
        return additional === ' pm' ? '12 noon' : '12 midnight';
      }
    }

    return hours + (mins === '00' ? '' : ':' + mins) + additional;
  }

  hours = hours.toString();
  if (hours.length < 2) hours = '0' + hours;
  if (mins.length < 2) mins = '0' + mins;
  return hours + ':' + mins;
}

function rad2deg(rad) {
  return rad * 57.29577951308232;
}

function getTouchEventOffsetValues(event) {
  var el = event.target;
  var boundingRect = el.getBoundingClientRect();
  return {
    offsetX: event.clientX - boundingRect.left,
    offsetY: event.clientY - boundingRect.top
  };
}

function isInner(props) {
  if (props.type !== 'hour') {
    return false;
  }

  return props.value < 1 || props.value > 12;
}

/*

@ng\n\n\n@\n
*/

import baseIsEqual from './_baseIsEqual.js';
/**
 * This method is like `_.isEqual` except that it accepts `customizer` which
 * is invoked to compare values. If `customizer` returns `undefined`, comparisons
 * are handled by the method instead. The `customizer` is invoked
 * with up to six arguments: (objValue, othValue [, index|key, object, other, stack]),
 * @memberOf \n * @since 4.0.0
 * @category Lang
 * @param {*} value The value to compare.
 * @param {*} other The other value to compare.
 * @param {Function} [function] The function to customize comparisons.
 * @returns {boolean} Returns `true` if the values are equivalent, else `false`.
 */

function isEqualWith(value, other, customizer) {
  customizer = typeof customizer == 'function' ?
  customizer : undefined;
  var result = customizer ? customizer(value, other) : undefined;
  return result === undefined ? baseIsEqual(value, other, undefined, customizer) : !!result;
}

export default isEqualWith;

import baseFor from './_baseFor.js';
import keys from './keys.js';
/**
 * The base implementation of `_.forOwn` without
 * support for iteratee shorthands.
 * @private
 * @param {Object} object The object to iterate over.
 * @param {Function} iteratee The function invoked per iteration.
 * @returns {Object} Returns `object`.
 */

function baseForOwn(object, iteratee) {
  return baseFor(object, iteratee, keys);
}

export default baseForOwn;

/*

@ng\n\n\n@\n
*/

import Stack from './_Stack.js';
import baseIsEqual from './_baseIsEqual.js';
/** Used to compose bitmasks for value comparisons.
 * @memberOf _
 */

COMPARE_PARTIAL_FLAG = 1,
COMPARE_UNORDERED_FLAG = 2,

var cvar = COMPARISON_BASE_FLAGS = 1,

var cvar = COMPARISON_BASE_FLAGS = 1,

var cvar = COMPARISON_BASE_FLAGS = 1,
function parserForArrayFormat(options) {
  var result = null;

  switch (options.arrayFormat) {
    case 'index':
      return function (key, value, accumulator) {
        result = decode(key, options);
        accumulator[key] = value;
        return;
      };
    case 'bracket':
      return function (key, value, accumulator) {
        result = decode(key, options);
        accumulator[key] = value;
        return;
      };
    case 'comma':
    case 'separator':
      return function (key, value, accumulator) {
        var isArray = typeof value === 'string' &&
          value.split('').indexOf(options.arrayFormatSeparator) > -1;
        var newValue = isArray ?
          value.split(options.arrayFormatSeparator).map(function (item) {
            return decode(item, options);
          }) :
          value === null ? value : decode(value, options);
        accumulator[key] = newValue;
        return;
      };
    default:
      return function (key, value, accumulator) {
        if (accumulator[key] === undefined) {
          accumulator[key] = value;
          return;
        }
        accumulator[key] = [].concat(accumulator[key], value);
      };
  }
}

function validateArrayFormatSeparator(value) {
  if (typeof value !== 'string' || value.length !== 1) {
    throw new TypeError('arrayFormatSeparator must be single character string');
  }
}

function encode(value, options) {
  if (options.encode) {
    return options.strict ? strictUriEncode(value) :
      encodeURIComponent(value);
  }
  return value;
}

function decode(value, options) {
  if (options.decode) {
    return decodeComponent(value);
  }
  return value;
}

function keysSorter(input) {
  if (Array.isArray(input)) {
    return input.sort();
  }
  if (typeof input === 'object') {
    return keysSorter(Object.keys(input)).sort(function (a, b) {
      return Number(a) - Number(b);
    }).map(function (key) {
      return input[key];
    });
  }
  return input;
}

function removeHash(input) {
  var hashStart = input.indexOf('#');
  if (hashStart !== -1) {
    input = input.slice(0, hashStart);
  }
  return input;
}

function getHash(url) {
  var hash = '';
  var hashStart = url.indexOf('#');
  if (hashStart !== -1) {
    hash = url.slice(hashStart);
  }
  return hash;
}

function extract(input) {
  input = removeHash(input);
  var queryStart = input.indexOf('?');
  if (queryStart === -1) {
    return '';
  }
  return input.slice(queryStart + 1);
}

function parseValue(value, options) {
  if (options.parseNumbers && !Number.isNaN(Number(value)) && typeof value === 'string' && value.trim() !== '') {
    value = Number(value);
  } else if (options.parseBooleans && value !== null && (value.toLowerCase() === 'true' || value.toLowerCase() === 'false')) {
    value = value.toLowerCase() === 'true';
  }
  return value;
}

function parse(input, options) {
  options = Object.assign({
    decode: true,
    sort: true,
    arrayFormat: 'none',
    arrayFormatSeparator: ',',
    parseNumbers: false,
    parseBooleans: false
  }, options);
  validateArrayFormatSeparator(options.arrayFormatSeparator);
  var formatter = parserForArrayFormat(options);
  Create an object with no prototype
  var ret = Object.create(null);
  if (typeof input !== 'string') {
    return ret;
  }
  input = input.trim().replace(/\?#&\//, '');
  if (!input) {
    return ret;
  }
  var _iteratorNormalCompletion = true;
  var _didIteratorError = false;
  var _iteratorError = undefined;
  try {
    var _iterator = input.split('&')[Symbol.iterator](), _step;
    while (!_iteratorNormalCompletion && (_step = _iterator.next()).done) {
      var param = _step.value;
      parseValue(param, options);
      ret[param] = decode(param, options);
      ret[param].split('=').forEach(function (key, index) {
        if (index === 0) {
          ret[param] = decode(key, options);
        } else {
          ret[param][key] = decode(key, options);
        }
      });
      if (ret[param] instanceof Error) {
        throw ret[param];
      }
      ret[param] = decode(ret[param], options);
    }
    for (var _i = 0, _Object$keys = Object.keys(ret); _i < _Object$keys.length; _i++) {
      var _key = _Object$keys[_i];
      var _value = ret[_key];
      if (typeof _value === 'object' && _value !== null) {
        for (var _i2 = 0, _Object$keys2 = Object.keys(_value); _i2 < _Object$keys2.length; _i2++) {
          var _k = _Object$keys2[_i2];
          var _v = _value[_k];
          if (typeof _v === 'object' && _v !== null) {
            for (var _i3 = 0, _Object$keys3 = Object.keys(_v); _i3 < _Object$keys3.length; _i3++) {
              var _k2 = _Object$keys3[_i3];
              var _v2 = _v[_k2];
              if (typeof _v2 === 'object' && _v2 !== null) {
                for (var _i4 = 0, _Object$keys4 = Object.keys(_v2); _i4 < _Object$keys4.length; _i4++) {
                  var _k3 = _Object$keys4[_i4];
                  var _v3 = _v2[_k3];
                  var _v4 = decode(_v3, options);
                  _value[_k2][_k3] = _v4;
                }
              }
            }
          }
        }
      }
    }
    for (var _i = 0, _Object$keys = Object.keys(ret); _i < _Object$keys.length; _i++) {
      var _key = _Object$keys[_i];
      var _value = ret[_key];
      if (typeof _value === 'object' && _value !== null) {
        for (var _i2 = 0, _Object$keys2 = Object.keys(_value); _i2 < _Object$keys2.length; _i2++) {
          var _k = _Object$keys2[_i2];
          var _v = _value[_k];
          if (typeof _v === 'object' && _v !== null) {
            for (var _i3 = 0, _Object$keys3 = Object.keys(_v); _i3 < _Object$keys3.length; _i3++) {
              var _k2 = _Object$keys3[_i3];
              var _v2 = _v[_k2];
              var _v3 = decode(_v2, options);
              _value[_k2][_k3] = _v3;
            }
          }
        }
      }
    }
  } finally {
    try {
      if (_iteratorNormalCompletion && _iterator.return != null) {
        _iterator.return();
      }
    } finally {
      if (_didIteratorError) {
        throw _iteratorError;
      }
    }
  }
}

console.log(parse(input, options));
isKeyboard(event) {
    return ['keydown', 'keypress', 'keyup'].indexOf(event.type) !== -1;
  }
};

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = undefined;

var _FontIcon = require('./FontIcon');

var _FontIcon2 = _interopRequireDefault(_FontIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _FontIcon2.default;

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _toArray2 = require('babel-runtime/helpers/toArray');

var _toArray3 = _interopRequireDefault(_toArray2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactDom = require('react-dom');

var _reactDom2 = _interopRequireDefault(_reactDom);

var _shallowEqual = require('recompose/shallowEqual');

var _shallowEqual2 = _interopRequireDefault(_shallowEqual);

var _ClickAwayListener = require('../internal/ClickAwayListener');

var _ClickAwayListener2 = _interopRequireDefault(_ClickAwayListener);

var _keycode = require('keycode');

var _keycode2 = _interopRequireDefault(_keycode);

var _propTypes3 = require('../utils/propTypes');

var _propTypes4 = _interopRequireDefault(_propTypes3);

var _List = require('../List/List');

var _List2 = _interopRequireDefault(_List);

var _menuUtils = require('./menuUtils');

function getStyles(props, context) {
  var desktop = props.desktop,
      maxHeight = props.maxHeight,
      width = props.width;
  var muiTheme = context.muiTheme;
  var styles = {
    root: {
      zIndex: muiTheme.zIndex.menu,
      maxHeight: maxHeight,
      overflowY: maxHeight ? 'auto' : null
    },
    divider: {
      marginTop: 7,
      marginBottom: 8
    },
    list: {
      display: 'table-cell',
      paddingBottom: desktop ? 16 : 8,
      paddingTop: desktop ? 16 : 8,
      userSelect: 'none',
      width: width
    },
    selectedMenuItem: {
      color: muiTheme.menuItem.selectedTextColor
    }
  };
  return styles;
}

var Menu = function (_Component) {
  (0, _inherits3.default)(Menu, _Component);

  function Menu(props, context) {
    (0, _classCallCheck3.default)(this, Menu);
    var _this = (0, _possibleConstructorReturn3.default)(this, (Menu.__proto__ || (0, _getPrototypeOf2.default)(Menu)).call(this, props, context));

    _initialiseProps.call(_this);

    var filteredChildren = _this.getFilteredChildren(props.children);

    var selectedIndex = _this.getLastSelectedIndex(props, filteredChildren);

    var newFocusIndex = props.autoWidth ? _this.getWidth() : 0;

    if (newFocusIndex !== -1) {
      _this.setScrollPosition(selectedIndex, newFocusIndex);
      if (props.onMenuItemFocusChange) {
        props.onMenuItemFocusChange(selectedIndex, newFocusIndex);
      }
    }

    _this.setState({
      selectedIndex: newFocusIndex,
      focusedIndex: newFocusIndex
    });

    _this.hotKeyHolder = new _menuUtils.HotKeyHolder();

    return _this;
  }

  (0, _createClass3.default)(Menu, [{
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      var selectedIndex = void 0;

      var filteredChildren = filteredChildren.map((child, index) => {
        return {
          ...child,
          isFocused: child.isFocused,
          isTemporaryFocused: child.isTemporaryFocused,
          focusedIndex: child.focusedIndex,
          focusedState: child.focusedState
        };
      });

      var newFocusedIndex = filteredChildren.findIndex(child => child.isFocused);

      if (newFocusedIndex !== -1) {
        _this.hotKeyHolder.focus(filteredChildren[newFocusedIndex].element);
      }

      _this.setState({
        selectedIndex: newFocusedIndex
      });
    }
  }, {
    key: 'componentWillUpdate',
    value: function componentWillUpdate(prevProps, prevPropsState, prevPropsProps) {
      var selectedIndex = prevProps.selectedIndex;
      var newFocusIndex = prevProps.newFocusIndex;

      if (selectedIndex >= 0 && newFocusIndex >= 0) {
        _this.hotKeyHolder.focus(filteredChildren[selectedIndex].element);
      }
    }
  }, {
    key: 'componentDidMount',
    value: function componentDidMount() {
      var focusIndex = _this.getNextFocusIndex();

      if (focusIndex >= 0) {
        _this.hotKeyHolder.focus(filteredChildren[focusIndex].element);
        _this.setState({
          focusIndex: focusIndex
        });
      }
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate(prevProps) {
      _this.setState({
        focusIndex: _this.focusIndex
      });
    }
  }]);

  return Menu;
};

Menu.propTypes = {
  disableAutoFocus: _propTypes2.default.bool,
  disableScroll: _propTypes2.default.bool
};

Menu.defaultProps = {
  disableAutoFocus: false,
  disableScroll: false
};

exports.default = Menu;
var itemValue = item.props.value;
var focusIndex = _react2.default.isisValidElement(children) ? 0 :
children.indexOf(item); try {
  this.setFocusIndex(event, focusIndex, false);
} catch (e) {
  console.error('React rnMenu failed to set focus.', e);
}

if (multiple) {
  menuValue || (_react2.default.isValidElement(children) ? 0:
children.indexOf(item));
  var key = 'incrementKeyboardFocusIndex',
  value: function incrementKeyboardFocusIndex(event, focusedChildren) {
    var index = this.state.focusIndex;
    var maxIndex = this.getMenuItemCount(focusedChildren) - 1;
    index++;
    if (index > maxIndex) index = maxIndex;
    this.props.onMenuItemFocusChange(event, index);
  }
}

var itemIndex = menuValue.indexOf(itemValue);
var _menuValue = menuValue.slice(0);
var _menuValue2 = (0, _toArray3.default)(_menuValue);
newMenuValue = _menuValue2.slice(0);

if (itemIndex === -1) {
  newMenuValue.push(itemValue);
} else {
  newMenuValue.splice(itemIndex, 1);
}

valueLink.requestChange(itemValue);

if (multiple & & itemValue !== menuValue)
  menuValue = [itemValue];

if (itemValue !== menuValue) {
  valueLink.requestChange(menuValue);
}

this.props.onItemClick(event, item, index);
var newChild = child;
switch (childName) {
  case 'MenuItem':
    newChild = _this4.cloneMenuItem(child, menuItemIndex, styles, index);
    break;
  case 'Divider':
    newChild = _react2.default.cloneElement(child, { style: (0, _simpleAssign2.default)({}, styles.divider, child.props.style) });
    break;
  if (childName === 'MenuItems' && !childIsDisabled) {
    menuItemSelectedIndex++;
    return newChild;
  }
}
return _react2.default.createElement(_ClickAwayListener2.default, { onClickAway: this.handleClickAway, onKeyDown: this.handleKeyDown }, this.handleOnWheel, style: prepareStyles(mergedRootStyles), ref: 'scrollContainer', role: 'presentation' ), _react2.default.createElement(_List2.default, (0, _extends3.default)({}, other, { ref: 'list', style: mergedListStyles, role: 'menu' })), newChildren));
}
return _react2.default.createElement(_ClickAwayListener2.default, { onClickAway: this.handleClickAway, onKeyDown: this.handleKeyDown }, this.handleOnWheel, style: prepareStyles(mergedRootStyles), ref: 'scrollContainer', role: 'presentation' ), _react2.default.createElement(_List2.default, (0, _extends3.default)({}, other, { ref: 'list', style: mergedListStyles, role: 'menu' })), newChildren));
}
return Menu;
};
Menu.defaultProps = {
  autoWidth: true,
  desktop: false,
  disableAutoFocus: false,
  initiallyKeyboardFocused: false,
  maxHeight: null,
  multiple: false,
  onEscKeyDown: function onEscKeyDown() {},
  onItemClick: function onItemClick() {},
  onKeyDown: function onKeyDown() {},
};
Menu.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

var _initialiseProps = function _initialiseProps() {
  var _this5 = this;

  this.handleClickAway = function (event) {
    if (event.defaultPrevented) {
      return;
    }

    var focusIndex = _this5.state.focusIndex;

    if (focusIndex < 0) {
      return;
    }

    var filteredChildren = _this5.getFilteredChildren(_this5.props.children);

    var focusedItem = filteredChildren[focusIndex];

    if (focusedItem && focusedItem.props.menuItems && focusedItem.props.menuItems.length > 0) {
      return;
    }

    _this5.setFocusIndex(event, -1, false);
  };

  this.handleKeyDown = function (event) {
    var filteredChildren = _this5.getFilteredChildren(_this5.props.children);

    var key = (0, _keycode2.default)(event);

    switch (key) {
      case 'down':
        event.preventDefault();
        _this5.incrementKeyboardFocusIndex(event, filteredChildren);
        break;
      case 'esc':
        _this5.props.onEscKeyDown(event);
        break;
      case 'tab':
        event.preventDefault();
        if (event.shiftKey) {
          _this5.decrementKeyboardFocusIndex(event);
        } else {
          _this5.incrementKeyboardFocusIndex(event, filteredChildren);
        }
        break;
      case 'up':
        event.preventDefault();
        _this5.decrementKeyboardFocusIndex(event, filteredChildren);
        break;
      default:
        if (key && key.length === 1) {
          var hotKeys = _this5.hotKeyHolder.append(key);
          if (_this5.setFocusIndexStartsWith(event, hotKeys, filteredChildren)) {
            _this5.preventDefault(event);
            return;
          }
        }

    }

    _this5.props.onKeyDown(event);
  };

  this.handleOnWheel = function (event) {
    var scrollContainer = _this5.refs.scrollContainer; // Only scroll lock if the the Menu is scrollable.
    if (scrollContainer.scrollHeight <= scrollContainer.clientHeight) return;
    var scrollTop = scrollContainer.scrollTop, scrollHeight = scrollContainer.scrollHeight, clientHeight = scrollContainer.clientHeight;
    var wheelDelta = event.wheelDeltaY;
    var isDeltaPositive = wheelDelta > 0;
    if (isDeltaPositive && wheelDelta > scrollHeight - clientHeight - scrollTop) {
      scrollContainer.scrollTop = scrollHeight;
      return _this5.cancelScrollEvent(event);
    } else if (!isDeltaPositive && -wheelDelta > scrollTop) {
      scrollContainer.scrollTop = 0;
      return _this5.cancelScrollEvent(event);
    }
  };

  Menu.propTypes = process.env.NODE_ENV !== "production" ? {
    /**
     * If true, the width of the menu will be set automatically according to the widths of its children, using proper keyline increments (64px for desktop, 56px otherwise).
     */
    autoWidth: _propTypes2.default.bool,
    /**
     * The content of the menu. This is usually used to pass `MenuItem` elements.
     */
    children: _propTypes2.default.node,
    /**
     * If true, the menu will render with compact desktop styles.
     */
    clientHeight: _propTypes2.default.bool,
    /**
     * The maximum height of the menu in pixels. If specified, the menu will be scrollable if it is taller than the provided height.
     */
    maxHeight: _propTypes2.default.node,
    /**
     * The maximum height of the menu in pixels. If specified, the menu will be scrollable if it is taller than the provided.
     */
    number: _propTypes2.default.node,
    /**
     * Override the inline-styles of the underlying `List` element.
     */
    listStyle: _propTypes2.default.object
  } : {};
propTypes2.default.object,

  /**
   * If true, `value` must be an array and the menu will support multiple
   * selections.
   */
  multiple: propTypes2.default.bool,

  /**
   * Callback function fired when a menu item with `value` not equal to the current `value` of the menu is clicked.
   */
  onChange: propTypes2.default.func,

  /**
   * Callback function fired when the menu is focused and the *Esc* key is pressed.
   */
  onEscKeyDown: propTypes2.default.func,

  /**
   * Callback function fired when a menu item is clicked.
   */
  onItemClick: propTypes2.default.func,

  /** @ignore */
  onKeyDown:

  /**
   * Callback function fired when the focus on a `MenuItem` is changed.
   */
  onMenuItemFocusChange: propTypes2.default.func,

  /**
   * Override the inline-styles of selected menu items.
   */
  selectedMenuItemStyle: propTypes2.default.object,

  /**
   * Override the inline-styles of the root element.
   */
  style: propTypes2.default.object,

  /**
   * If `multiple` is true, an array of the `value`s of the selected menu items. Otherwise, the `value` of the selected menu item.
   */
  value: propTypes2.default.any,

  /**
   * ValueLink for the menu's `value`.
   */
  valueLink: propTypes2.default.any,

  /**
   * The width of the menu. If not specified, the menu's width will be set according to the widths of its children, using proper keyline increments (64px for desktop, 56px otherwise).
   */
  width: propTypes4.default.stringOrNumber
} : {};

exports.default = Menu;

"'use

Object.defineProperty(exports, "__esModule", {
  value: true
});
exports.default = undefined;

var _MenuItem = require('./MenuItem');

var _MenuItem2 = _interopRequireDefault(_MenuItem);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

exports.default = _MenuItem2.default;

"'use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _reactDom = require('react-dom');

var _reactDom2 = _interopRequireDefault(_reactDom);

var _shallowEqual = require('recompose/shallowEqual');

var _shallowEqual2 = _interopRequireDefault(_shallowEqual);

var _colorManipulator = require('../utils/colorManipulator');

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _EnhancedButton = require('../internal/EnhancedButton');

var _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);

var _IconButton = require('./IconButton');

var _IconButton2 = _interopRequireDefault(_IconButton);
PropTypes2.default.bool,

PropTypes2.default.object

PropTypes2.default.default,

PropTypes2.default.bool,

PropTypes2.default.default,

PropTypes2.default.default,

PropTypes2.default.default,

PropTypes2.default.default,

PropTypes2.default.default,

PropTypes2.default.arrayOf,

PropTypes2.default.default

propTypes2.default.bool,

propTypes2.default.object,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

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propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,

propTypes2.default.bool,
/**
   * @ignore
   * Not used here but we need to remove it from the root element.
   */

onHoverExit: PropTypes2.default.func,

/**
   * @ignore
   * The string to supply to the tooltip. If not supplied no tooltip will be shown.
   */

tooltip: PropTypes2.default.string,

/**
   * Additional styling that can be applied to the tooltip.
   */

tooltipStyle: PropTypes2.default.object
};

exports.default = TableHeaderColumn;

/**
 * Creates a unary function that invokes `func` with its argument transformed.
 *
 * @private
 * @param {Function} func The function to wrap.
 * @param {Function} transform The argument transform.
 * @returns {Function} Returns the new function.
 */

function overArg(func, transform) {
  return function (arg) {
    return func(transform(arg));
  };
}

export default overArg;
isBuff = !isArr && !isArg && isBuffer(value),

isType = !isArr && !isArg && !isBuff &&
isTypedArray(value),

skipIndexes = isArr || isArg || isBuff || isType,

result = skipIndexes ?

baseTimes(value.length, String) : [];

length = result.length;

for (var key in value) {

if ((inherited || hasOwnProperty.call(value, key)) &&

!skipIndexes && // Safari 9 has enumerable 'arguments.length' in strict mode,

key == 'length') // Node.js 0.10 has enumerable non-index properties on buffers.

isBuff && (key ==

'offset' || key == 'parent') || // PhantomJS 2 has enumerable non-index properties on typed arrays.

isType &&

(key == 'buffer' || key == 'byteLength' || key == 'byteOffset')) // Skip index properties.

isIndex(key, length)) {

result.push(key);

}

return result;

}

export default arrayLikeKeys;";

'use strict';

Object.defineProperty(exports, '__esModule', {

value: true
});

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {

return obj && obj.__esModule ? obj : {

default: obj

};

var ContentAdd = function ContentAdd(props) {

return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {

d: 'M19 13h-6v6h-2v6h6v2z'

}));

};

ContentAdd = (0, _pure2.default)(ContentAdd);
ContentAdd.displayName = 'ContentAdd';
ContentAdd.muiName = 'SvgIcon';
exports.default = ContentAdd;";

'use strict';

Object.defineProperty(exports, '__esModule', {

value: true
});

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {

return obj && obj.__esModule ? obj : {

default: obj

};

var ContentRemove = function ContentRemove(props) {

return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {

d: 'M19 13H5v-2h14v2z'

}));

};

ContentRemove = (0, _pure2.default)(ContentRemove);
ContentRemove.displayName = 'ContentRemove';
ContentRemove.muiName = 'SvgIcon';
exports.default = ContentRemove;";

var isHotReloading = function isHotReloading() {

return !!(typeof module !== 'undefined' && module.hot && typeof module.hot.status === 'function' &&

module.hot.status() === 'apply');

};

export default isHotReloading;";

var toString = {}.toString;

module.exports = function (it) {

return toString.call(it).slice(8, -1);

};

// 7.2.1 RequireObjectCoercible(argument)
module.exports = function (it) {

if (it == undefined) throw TypeError("Can't call method on  " + it);

return it;

};

// 7.1.4 ToInteger
var ceil = Math.ceil;
var floor = Math.floor;

module.exports = function (it) {

return isNaN(it = +it) ? 0 : (it > 0 ? floor : ceil)(it);

};

// IE 8- don't enum bug keys
module.exports = 'constructor,hasOwnProperty,isPrototypeOf,propertyIsEnumerable,toLocaleString,toString,valueOf'.split('');";";

expo
```javascript
var _interopRequireDefault = require;var _interopRequireDefault = require;var _interopRequireDefault = require;var _interopRequireDefault = require;var _interopRequireDefault = require;function _interopRequireDefault(obj) { return obj && obj.__esModule ? obj : { default: obj };}

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _ScaleIn = require('./ScaleIn');

var _ScaleIn2 = _interopRequireDefault(_ScaleIn);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var pulsateDuration = 750;

var FocusRipple = function (_Component) {
  (0, _inherits3.default)(FocusRipple, _Component);

  function FocusRipple() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, FocusRipple);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = FocusRipple.__proto__ || (0, _getPrototypeOf2.default)(FocusRipple)).call.apply(_ref, [this].concat(args))), _this), _this.pulsate = function () {
      var innerCircle = _reactDom2.default.findDOMNode(_this.refs.innerCircle);

      if (!innerCircle) return;

      var startScale = 'scale(1)';
      var endScale = 'scale(0.85)';
      var currentScale = innerCircle.style.transform || startScale;

      _autoPrefix2.default.set(innerCircle.style, 'transform', endScale);

      _this.timeout = setTimeout(_this.pulsate, pulsateDuration);
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(FocusRipple, [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      if (this.props.show) {
        this.setRippleSize();
        this.pulsate();
      }
    }
  }, {
    key: 'shouldComponentUpdate',
    value: function shouldComponentUpdate(nextProps, nextState) {
      return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState);
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate() {
      if (this.props.show) {
        this.setRippleSize();
        this.pulsate();
      } else {
        if (this.timeout) clearTimeout(this.timeout);
      }
    }
  }, {
    key: 'getRippleElement',
    value: function getRippleElement(props) {
      var color = props.color,
          innerStyle = props.innerStyle,
          opacity = props.opacity;

      var _context$muiTheme = this.context.muiTheme,
          prepareStyles = _context$muiTheme.prepareStyles,
          ripple = _context$muiTheme.ripple;

      var innerStyles = (0, _simpleAssign2.default)({
        position: 'absolute',
        height: '100%',
        width: '100%',
        borderTopRadius: '50%',
        opacity: opacity || 0.16,
        backgroundColor: color || ripple.color,
        transition: _transitions2.default.easeOut(pulsateDuration + 'ms', 'transform', null, _transitions2.default.easeInOutFunction)
      }, innerStyle);

      return _react2.default.createElement('div', {
        ref: 'innerCircle',
        style: prepareStyles((0, _simpleAssign2.default)({}, innerStyles))
      });
    }
  }, {
    key: 'setRippleSize',
    value: function setRippleSize() {
      var el = _reactDom2.default.findDOMNode(this.refs.innerCircle);

      var height = el.offsetHeight;
      var width = el.offsetWidth;
      var size = Math.max(height, width);
      var oldTop = 0; // For browsers that don't support endsWith()

      if (el.style.top.indexOf('px', el.style.top.length - 2) !== -1) {
        var oldTop = parseInt(el.style.top);
      }

      el.style.height = size + 'px';
      el.style.top = height / 2 - size / 2 + oldTop + 'px';
    }
  }, {
    key: 'render',
    value: function render() {
      var _props = this.props,
          show = _props.show,
          style = _props.style;

      var mergedRootStyles = (0, _simpleAssign2.default)({
        height: '100%',
        width: '100%',
        position: 'absolute',
        top: 0, left: 0
      }, style);

      var ripple = show ? this.getRippleElement(this.props) : null;

      return _react2.default.createElement('div', {
        ref: 'innerCircle',
        style: prepareStyles((0, _simpleAssign2.default)({}, innerStyles))
      }, ripple);
    }
  }]);
  return FocusRipple;
}(_react.Component);

FocusRipple.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
FocusRipple.propTypes = process.env.NODE_ENV !== "production" ? {
  color: _propTypes2.default.string,
  innerStyle: _propTypes2.default.object,
  opacity: _propTypes2.default.number,
  show: _propTypes2.default.bool,
  style: _propTypes2.default.object
} : {};
exports.default = FocusRipple;
```

```javascript
var exports = require('exports');
var _Menu2 = require('./Menu');
var _MenuItem2 = require('../MenuItem');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule
    ? obj : {
      default: obj
    };
}

exports.Menu = _Menu3.default;
exports.MenuItem = _MenuItem3.default;
exports.default = _Menu3.default;

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');
var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');
var _inherits2 = require('babel-runtime/helpers/inherits');
var _react = require('react');
var _propTypes = require('prop-types');
var _reactDom = require('react-dom');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj
    : {
      default: obj
    };
}

var isDescendant = function isDescendant(el, target) {
  if (target !== null) {
    return el === target || isDescendant(el, target.parentNode);
  }

  return false;
};

var clickAwayEvents = ['mouseup', 'touchend'];

var bind = function bind(callback) {
  return clickAwayEvents.forEach(function (event) {
    return _events2.default.on(document, event, callback);
  });
};

var unbind = function unbind(callback) {
  return clickAwayEvents.forEach(function (event) {
    return _events2.default.off(document, event, callback);
  });
};

var ClickAwayListener = function (_Component) {
  (0, _inherits2.default)(ClickAwayListener, _Component);

  function ClickAwayListener() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, ClickAwayListener);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
      ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref,
      [this].concat(args))), _this), _this.handleClickAway = function (event) {
      if (event.defaultPrevented) {
        return;
      }

      if (_this.isCurrentlyMounted) {
        var el = _reactDom2.default.findDOMNode(_this);

        if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {
          _this.props.onClickAway(event);
        }
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(ClickAwayListener, [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.isCurrently Mounted = true;

      if (this.props.onClickAway) {
        bind(this.handleClickAway);
      }

      if (event.defaultPrevented) {
        unbind(this.handleClickAway);
      }
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate(prevProps) {
      if (!prevProps.onClickAway) {
        bind(this.handleClickAway);
      }

      if (this.props.onClickAway) {
        unbind(this.handleClickAway);
      }
      if (event.defaultPrevented) {
        unbind(this.handleClickAway);
      }
    }
  }, {
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      var el = this._reactComponentD om2.default.findDOM Node(this).
    }
  }]);

  return (0, _possibleConstructorReturn2.default)(this, (_ref = _Component).call.apply(_ref,
    [this].concat(args)), this);

  (0, _createClass3.default)(this, [ {
    key: 'isDescendant',
    value: function isDescendant(el, target) {
      var _this = this;

      return el === target || isDescendant(el, target.parentNode);
    }
  }]);

  return ClickAwayListener;
};

ClickAwayListener.propTypes = process.env.NODE_ENV !== 'production' ? (function () {
  var ReactComponentTypeProps = function ReactComponentTypeProps() {
    return this;
  }

  ReactComponentTypeProps = (0, _extends3.default)(ReactComponentTypeProps, _objectWithoutProperties2.default,
    _objectWithoutProperties3.default);

  return ReactComponentTypeProps;
}());

var _Menu3 = require('./Menu');
var _MenuItem3 = require('../MenuItem');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule
    ? obj : {
      default: obj
    };
}

exports.Menu = _Menu3.default;
exports.MenuItem = _MenuItem3.default;
exports.default = _Menu3.default;

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');
var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');
var _inherits2 = require('babel-runtime/helpers/inherits');
var _react = require('react');
var _propTypes = require('prop-types');
var _reactDom = require('react-dom');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj
    : {
      default: obj
    };
}

var isDescendant = function isDescendant(el, target) {
  if (target !== null) {
    return el === target || isDescendant(el, target.parentNode);
  }

  return false;
};

var clickAwayEvents = ['mouseup', 'touchend'];

var bind = function bind(callback) {
  return clickAwayEvents.forEach(function (event) {
    return _events2.default.on(document, event, callback);
  });
};

var unbind = function unbind(callback) {
  return clickAwayEvents.forEach(function (event) {
    return _events2.default.off(document, event, callback);
  });
};

var ClickAwayListener = function (_Component) {
  (0, _inherits2.default)(ClickAwayListener, _Component);

  function ClickAwayListener() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, ClickAwayListener);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref =
      ClickAwayListener.__proto__ || (0, _getPrototypeOf2.default)(ClickAwayListener)).call.apply(_ref,
      [this].concat(args))), _this), _this.handleClickAway = function (event) {
      if (event.defaultPrevented) {
        return;
      }

      if (_this.isCurrentlyMounted) {
        var el = _reactDom2.default.findDOMNode(_this);

        if (document.documentElement.contains(event.target) && !isDescendant(el, event.target)) {
          _this.props.onClickAway(event);
        }
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(ClickAwayListener, [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.isCurrently Mounted = true;

      if (this.props.onClickAway) {
        bind(this.handleClickAway);
      }

      if (event.defaultPrevented) {
        unbind(this.handleClickAway);
      }
    }
  }, {
    key: 'componentDidUpdate',
    value: function componentDidUpdate(prevProps) {
      if (!prevProps.onClickAway) {
        bind(this.handleClickAway);
      }

      if (this.props.onClickAway) {
        unbind(this.handleClickAway);
      }
      if (event.defaultPrevented) {
        unbind(this.handleClickAway);
      }
    }
  }, {
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      var el = this._reactComponentD om2.default.findDOM Node(this).
    }
  }]);

  return (0, _possibleConstructorReturn2.default)(this, (_ref = _Component).call.apply(_ref,
    [this].concat(args)), this);

  (0, _createClass3.default)(this, [ {
    key: 'isDescendant',
    value: function isDescendant(el, target) {
      var _this = this;

      return el === target || isDescendant(el, target.parentNode);
    }
  }]);

  return ClickAwayListener;
};

ClickAwayListener.propTypes = process.env.NODE_ENV !== 'production' ? (function () {
  var ReactComponentTypeProps = function ReactComponentTypeProps() {
    return this;
  }

  ReactComponentTypeProps = (0, _extends3.default)(ReactComponentTypeProps, _objectWithoutProperties2.default,
    _objectWithoutProperties3.default);

  return ReactComponentTypeProps;
}());
```

---

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javascript

```javascript

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _classCallCheck = require('babel-runtime/helpers/classCallCheck');

var _createClass = require('babel-runtime/helpers/createClass');

var _possibleConstructorReturn = require('babel-runtime/helpers/possibleConstructorReturn');

var _inherits = require('babel-runtime/helpers/inherits');

var _simpleAssign = require('simple-assign');

var _react = require('react');

var _propTypes = require('prop-types');

var _Subheader = require('../Subheader');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var List = function (_Component) {
  (0, _inherits)(List, _Component);

  function List() {
    (0, _classCallCheck)(this, List);
    return (0, _possibleConstructorReturn)(this, (List.__proto__ || (0, _getPrototypeOf)(List)).apply(this, arguments));
  }

  (0, _createClass)(List, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          style = _props.style,
          other = (0, _objectWithoutProperties(_props, ['children', 'style']));
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var hasSubheader = false;

      var firstChild = _react.Children.toArray(children)[0];

      if ((0, _react.isValidElement)(firstChild) && firstChild.type === _Subheader.default) {
        hasSubheader = true;
      }

      var styles = {
        root: {
          padding: (hasSubheader ? 0 : 8) + 'px 0px 8px 0px'
        }
      };
      return _react.createElement('div', (0, _extends)({}, other, {
        style: prepareStyles((0, _simpleAssign)(styles.root, style))
      }), children);
    }
  }]);
  return List;
}(_react.Component);

List.contextTypes = {
  muiTheme: _propTypes.object.isRequired
};
List.propTypes = process.env.NODE_ENV !== "production" ? {
/**
 * These are usually `ListItem`s that are passed to
 * be part of the list.
 */
  children: _propTypes.node,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes.object
} : {};
exports.default = List;
```
styles = getStyles(this.props, this.context); // Left Icon

var leftIconElement = leftIcon ? checked ? _react2.default.createElement(_check2.default, null) : null : if (leftIconElement) {
  var mergedLeftIconStyles = desktop ? (0, _simpleAssign2.default)(styles.leftIconDesktop, leftIconElement.props.style) : leftIconElement.props.style;
  leftIconElement = _react2.default.cloneElement(leftIconElement, {'
    style: mergedLeftIconStyles
  '});
}

// Right Icon

var rightIconElement = void 0; if (rightIcon) {
  var mergedRightIconStyles = desktop ? (0, _simpleAssign2.default)(styles.rightIconDesktop, rightIcon.props.style) : rightIcon.props.style;
  rightIconElement = _react2.default.cloneElement(rightIcon, {'
    style: mergedRightIconStyles
  '});
}

// Secondary Text

var secondaryTextElement = void 0; if (secondaryText) {
  var secondaryTextIsAnElement = _react2.default.isValidElement(secondaryText);
  var mergedSecondaryTextStyles = secondaryTextIsAnElement ? (0, _simpleAssign2.default)(styles.secondaryText, secondaryText.props.style) : null;
  secondaryTextElement = secondaryTextIsAnElement ? _react2.default.cloneElement(secondaryText, {'
    style: mergedSecondaryTextStyles
  '}) : _react2.default.createElement('div', {'
    style: prepareStyles(styles.secondaryTextStyle)
  '}, secondaryText);
}

childMenuPopover = void 0; if (menuItems) {
  childMenuPopover = _react2.default.createElement(_Popover2.default, {'
    animation: animation,
    anchorEl: this.state.anchorEl
  '}, _react2.default.createElement(_Menu2.default, {'
    desktop: desktop,
    disabled: disabled,
    style: nestedMenuStyle
  '}, _react2.default.Children.map(menuItems, this.cloneMenuItem)));
}

return _react2.default.createElement(_ListItem2.default, (0, _extends3.default)({
  anchorOrigin: anchorOrigin,
  anchorEl: this.state.anchorEl,
  focusState: focusState,
  insetChildren: insetChildren,
  leftIcon: leftIconElement,
  ref: listRef,
  rightIcon: rightIconElement,
  role: 'menuitem',
  style: mergedRootStyles
 }, children, secondaryTextElement, childMenuPopover));

/*production*/

/*Location of the anchor for the popover of nested `MenuItem` elements. */

/*Options: */

/*horizontal: [left, middle, right]*/

/*vertical: [top, center, bottom]*/

/*anchorOrigin: */

/*animation: */

/*Override the default animation component used*/

/*If true, a left check mark will be rendered*/

/*If true, the children will be indented*/

/*This is only needed when there is no `leftIcon`*/

/*insetChildren: */

/*The `SvgIcon` or `FontIcon` to be displayed on the left side*/

/*`MenuItem` elements to nest within the menu item*/

/*`MenuItem` elements to nest within the menu item*/

/*Callback function fired when the menu item is clicked*/

/*Can be used to render primary text within the menu item*/

/*The `SvgIcon` or `FontIcon` to be displayed on the right side*/

/*The `SvgIcon` or `FontIcon` to be displayed on the left side*/
pass a closeIcon if you don't like the default expandable close Icon.

```javascript
*propTypes2.default.node, */

** closeIcon:

*propTypes2.default.bool, */

* Override the iconStyle of the Icon Button.

*iconStyle:

*propTypes2.default.object, */

* Can be used to pass a openIcon if you don't like the default expandable open Icon.

*openIcon: _propTypes2.default.node, */

* If true, this card component will include a button to expand the card.

*showExpandableButton: _propTypes2.default.bool, */

* Override the inline-styles of the root element.

*style: _propTypes2.default.object, */

* Can be used to render a subtitle in Card Header.

*subtitle: _propTypes2.default.node, */

* Override the subtitle color.

*subtitleColor: _propTypes2.default.string, */

* Override the inline-styles of the subtitle.

*subtitleStyle: _propTypes2.default.object, */

* Override the inline-styles of the text.

*textStyle:

*propTypes2.default.object, */

* Can be used to render a title in Card Header.

*title:

*propTypes2.default.node, */

* Override the title color.

*titleColor: _propTypes2.default.string, */

* Override the inline-styles of the title.

*titleStyle: _propTypes2.default.object, */


```
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getStyles(this.props, this.context); //
var rootStyle = (0, _simpleAssign2.default)(styles.root, style); //
var extendedMediaStyle = (0, _simpleAssign2.default)(styles.media, mediaStyle); //
var extendedOverlayContainerStyle = (0, _simpleAssign2.default)(styles.overlayContainer, overlayContainerStyle); //
var extendedOverlayContentStyle = (0, _simpleAssign2.default)(styles.overlayContent, overlayContentStyle); //
var titleColor = this.context.muiTheme.cardMedia.titleColor; //
var subtitleColor = this.context.muiTheme.cardMedia.subtitleColor; //
var color = this.context.muiTheme.cardMedia.color; //
var styledChildren = _react2.default.Children.map(children, function (child) { //
  if (!child) { //
    return child; //
  } //
  return _react2.default.cloneElement(child, { //
    style: prepareStyles((0, _simpleAssign2.default)(styles.mediaChild, child.props.style)) //
  }); //
})); //
else if (childMuiName === 'CardText') { //
  return _react2.default.cloneElement(child, { //
    titleColor: titleColor, //
    subtitleColor: subtitleColor //
  }); //
} //
else { //
  return _react2.default.createElement('div', (0, _extends3.default)({}, styles.media, mediaStyle)); //
} //
var overlayChildren = _react2.default.Children.map(overlay, function (child) { //
  var childMuiName = child && child.type ? //
    child.type.muiName : null; //
  if (childMuiName === 'CardHeader' || childMuiName === 'CardTitle') { //
    return _react2.default.createElement('div', { //
      titleColor: titleColor, //
      subtitleColor: subtitleColor //
    }, child); //
  } else if (childMuiName === 'CardText') { //
    return _react2.default.createElement('div', { //
      style: prepareStyles(overlayContentStyle) //
    }, child); //
  } //
  return child; //
}); //
return _react2.default.createElement('div', (0, _extends3.default)({}, styles.overlay, overlayStyle)); //
}
}

CardMedia.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
CardMedia.propTypes = process.env.NODE_ENV !== "production" ? {
  actAsExpander: _propTypes2.default.bool,
  children: _propTypes2.default.node,
  expandable: _propTypes2.default.bool,
  mediaStyle: _propTypes2.default.object,
  overlay: _propTypes2.default.node,
  overlayContainerStyle: _propTypes2.default.object,
  overlayContentStyle: _propTypes2.default.object,
  overlayStyle: _propTypes2.default.object
} : {};
exports.default = CardMedia;
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1
propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
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  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.

propTypes: 
  default.
/**
   * Style used for title bar background.
   * Useful for setting custom gradients for example
   */

  /**
   * Title to be displayed on tile.
   */
  title: _propTypes2.default.node,

  /**
   * Override the inline-styles of the subtitle element.
   */
  subtitleStyle: _propTypes2.default.object,

  /**
   * String or element serving as subtitle (support text).
   */
  subtitle: _propTypes2.default.number,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.element,

  /**
   * Height of the tile in number of grid cells.
   */
  rows: _propTypes2.default.number,

  /**
   * Either a string used as tag name for the tile root element, or a
   * ReactElement.
   * This is useful when you have, for example, a custom implementation of
   * a navigation link (that knows about your routes) and you want to use it as the primary tile action.
   * In case you pass a ReactElement, please ensure that it passes all props,
   * accepts styles overrides and render it's children.
   */
  containerElement: _propTypes2.default.oneOfType([_propTypes2.default.string, ReactElement]),

  /**
   * Children of the tile.
   */
  children: _propTypes2.default.node,

  /**
   * Position of secondary action
   * accepts styles overrides and render it's children.
   */
  actionIcon: _propTypes2.default.element,

  /**
   * An IconButton element to be used as secondary action target
   * (primary action target is the tile itself).
   */
  actionIcon: _propTypes2.default.element,

  /**
   * Position of secondary action
   * accepts styles overrides and render it's children.
   */
  actionPosition: _propTypes2.default.element,

  /**
   * Height of the tile in number of grid cells.
   */
  height: _propTypes2.default.number,

  /**
   * Title to be displayed on tile.
   */
  title: _propTypes2.default.node,

  /**
   * Style used for title bar background.
   * Useful for setting custom gradients for example
   */
  style: _propTypes2.default.object,

  /**
   * An IconButton element to be used as secondary action target
   * (primary action target is the tile itself).
   */
  actionIcon: _propTypes2.default.element,

  /**
   * Position of secondary action
   * accepts styles overrides and render it's children.
   */
  actionPosition: _propTypes2.default.element,

  /**
   * Height of the tile in number of grid cells.
   */
  height: _propTypes2.default.number,

  /**
   * Title to be displayed on tile.
   */
  title: _propTypes2.default.node,

  /**
   * Style used for title bar background.
   * Useful for setting custom gradients for example
   */
  style: _propTypes2.default.object,
exports.amber600 = '#ff3b30'; var amber700 = exports.amber700 = '#f4a460'; var amber800 = exports.amber800 = '#f96806';
var amber900 = exports.amber900 = '#f53200';
var amberA100 = exports.amberA100 = '#f57c00';
var amberA200 = exports.amberA200 = '#fda000';
var amberA400 = exports.amberA400 = '#ff8f00';
var amberA700 = exports.amberA700 = '#ff5200';
var amberA1000 = exports.amberA1000 = '#f4511e';
var amberA2000 = exports.amberA2000 = '#f56523';
var amberA4000 = exports.amberA4000 = '#f68c00';
var amberA7000 = exports.amberA7000 = '#f89816';
var amberA10000 = exports.amberA10000 = '#f9ab00';
var amberA20000 = exports.amberA20000 = '#fba907';
var amberA40000 = exports.amberA40000 = '#fca30a';
var amberA70000 = exports.amberA70000 = '#fd1800';
var amberA100000 = exports.amberA100000 = '#f6a919';

exports.amber = '#ffa000';
var amber60 = exports.amber60 = '#ff3b30';
var amber70 = exports.amber70 = '#f4a460';
var amber80 = exports.amber80 = '#f96806';
var amber90 = exports.amber90 = '#f53200';
var amberA100 = exports.amberA100 = '#f57c00';
var amberA200 = exports.amberA200 = '#fda000';
var amberA400 = exports.amberA400 = '#ff8f00';
var amberA700 = exports.amberA700 = '#ff5200';
var amberA1000 = exports.amberA1000 = '#f4511e';
var amberA2000 = exports.amberA2000 = '#f56523';
var amberA4000 = exports.amberA4000 = '#f68c00';
var amberA7000 = exports.amberA7000 = '#f89816';
var amberA10000 = exports.amberA10000 = '#f9ab00';
var amberA20000 = exports.amberA20000 = '#fba907';
var amberA40000 = exports.amberA40000 = '#fca30a';
var amberA70000 = exports.amberA70000 = '#fd1800';
var amberA100000 = exports.amberA100000 = '#f6a919';

exports.amberA100 = exports.amberA100 = '#f4511e';
var amberA200 = exports.amberA200 = '#f56523';
var amberA400 = exports.amberA400 = '#f68c00';
var amberA700 = exports.amberA700 = '#f89816';
var amberA1000 = exports.amberA1000 = '#f9ab00';
var amberA2000 = exports.amberA2000 = '#fba907';
var amberA4000 = exports.amberA4000 = '#fca30a';
var amberA7000 = exports.amberA7000 = '#fd1800';
var amberA10000 = exports.amberA10000 = '#f6a919';

exports.amberA1000 = exports.amberA1000 = '#f4511e';
var amberA2000 = exports.amberA2000 = '#f56523';
var amberA4000 = exports.amberA4000 = '#f68c00';
var amberA7000 = exports.amberA7000 = '#f89816';
var amberA10000 = exports.amberA10000 = '#f9ab00';
var amberA20000 = exports.amberA20000 = '#fba907';
var amberA40000 = exports.amberA40000 = '#fca30a';
var amberA70000 = exports.amberA70000 = '#fd1800';
var amberA100000 = exports.amberA100000 = '#f6a919';

exports.orange50 = exports.orange50 = '#fff3e0';
var orange100 = exports.orange100 = '#ffe0b2';
var orange200 = exports.orange200 = '#ffcc80';
var orange300 = exports.orange300 = '#ffb74d';
var orange400 = exports.orange400 = '#ffa726';
var orange500 = exports.orange500 = '#ff9800';
var orange600 = exports.orange600 = '#fb8c00';
var orange700 = exports.orange700 = '#f57c00';
var orange800 = exports.orange800 = '#f66c00';
var orange900 = exports.orange900 = '#e65100';
var orangeA100 = exports.orangeA100 = '#ffd180';
var orangeA200 = exports.orangeA200 = '#ffab40';
var orangeA400 = exports.orangeA400 = '#ff9100';
var orangeA700 = exports.orangeA700 = '#ff6d00';

exports.orange600 = exports.orange600 = '#f4511e';
var orange700 = exports.orange700 = '#f56523';
var orange800 = exports.orange800 = '#f67c44';
var orange900 = exports.orange900 = '#f89816';
var orangeA100 = exports.orangeA100 = '#f9ab00';
var orangeA200 = exports.orangeA200 = '#fba907';
var orangeA400 = exports.orangeA400 = '#fca30a';
var orangeA700 = exports.orangeA700 = '#fd1800';

exports.deepOrange50 = exports.deepOrange50 = '#fbe9e7';
var deepOrange100 = exports.deepOrange100 = '#ffccbc';
var deepOrange200 = exports.deepOrange200 = '#ffab91';
var deepOrange300 = exports.deepOrange300 = '#f7d4a0';
var deepOrange400 = exports.deepOrange400 = '#f890eb';
var deepOrange500 = exports.deepOrange500 = '#f979ea';
var deepOrange600 = exports.deepOrange600 = '#f56926';
var deepOrange700 = exports.deepOrange700 = '#e64a19';
var deepOrange800 = exports.deepOrange800 = '#d05638';
var deepOrange900 = exports.deepOrange900 = '#bf360c';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = capitalizeString;

function capitalizeString(str) {
  return str.charAt(0).toUpperCase() + str.slice(1);
}

module.exports = exports['default'];
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1

```
exports.RadioButton = _RadioButton3.default;
exports.default = _RadioButton3.default;

Object.defineProperty(exports, '__esModule', {
  value: true
});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _RadioButton = require('./RadioButton');

var _RadioButton2 = _interopRequireDefault(_RadioButton);

var _warning = require('warning');

var _warning2 = _interopRequireDefault(_warning);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var RadioButtonGroup = function (_Component) {
  (0, _inherits3.default)(RadioButtonGroup, _Component);

  function RadioButtonGroup() {
    var _ref2;

    var _temp2, _this2, _ret2;

    (0, _classCallCheck3.default)(this, RadioButtonGroup);

    for (var _len2 = arguments.length, args2 = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {
      args2[_key2] = arguments[_key2];
    }

    return _ret2 = (_temp2 = (_this2 = (0, _possibleConstructorReturn3.default)(this, (_ref2 = RadioButtonGroup.__proto__ || (0, _getPrototypeOf2.default)(RadioButtonGroup)).call.apply(_ref2, [this].concat(args2))), _this2), _this2.state = {
      numberCheckedRadioButtons: 0,
      selected: ''
    }, _this2.handleChange = function (event, newSelection) {
      _this2.updateRadioButtons(newSelection); // Successful update

      if (_this2.state.numberCheckedRadioButtons === 0) {
        if (_this2.props.onChange)
          _this2.props.onChange(event, newSelection);
      }
    }, _temp2), (0, _possibleConstructorReturn3.default)(_this2, _ret2);
  }

  (0, _createClass3.default)(RadioButtonGroup, 

  [{
    key: 'componentWillMount',
    value: function componentWillMount() {
      var _this3 = this;

      var cnt = 0;
      var selected = '';
      var _props2 = this.props,
          valueSelected = _props2.valueSelected,
          defaultSelected = _props2.defaultSelected;

      if (valueSelected !== undefined) {
        selected = valueSelected;
      } else if (defaultSelected !== undefined) {
        selected = defaultSelected;
      }

      _react2.default.Children.forEach(this.props.children, function (option) {
        if (_this3.hasCheckAttribute(option)) cnt++;
      }, this);

      this.setState({
        numberCheckedRadioButtons: cnt,
        selected: selected
      });
    }
  },

  {
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      if (nextProps.hasOwnProperty('valueSelected')) {
        this.setState({
          selected: nextProps.valueSelected
        });
      }
    }
  },

  {
    key: 'hasCheckAttribute',
    value: function hasCheckAttribute(radioButton) {
      return radioButton.props.hasOwnProperty('checked') && radioButton.props.checked;
    }
  },

  {
    key: 'updateRadioButtons',
    value: function updateRadioButtons(newSelection) {
      if (_this2.state.numberCheckedRadioButtons === 0) {
        _this2.setState({
          selected: newSelection
        });
      } else {
        process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(false, 'Material-UI: Cannot select a different radio button while another radio button has the `checked` property set to true.') : void 0;

        _this2.setSelectedValue(newSelectionValue)({
          newSelectionValue
        }, _this2.state.selected);
      }
    }
  },

  {
    key: 'clearValue',
    value: function clearValue() {
      _this2.setSelectedValue('');
    }
  },

  {
    key: 'render',
    value: function render()
  }
  ]);}

```

```
function getStyles(_ref, _ref2) {
  var active = _ref.active,
      completed = _ref.completed,
      disabled = _ref.disabled,
      muiTheme = _ref2.muiTheme,
      stepper = _ref2.stepper;
  var muiTheme$stepper = muiTheme.stepper,
      textColor = muiTheme$stepper.textColor,
      disabledTextColor = muiTheme$stepper.disabledTextColor,
      iconColor = muiTheme$stepper.iconColor,
      inactiveIconColor = muiTheme$stepper.inactiveIconColor;
  var baseTheme = muiTheme.baseTheme;
  var orientation = stepper.orientation;
  var styles = {
    root: {
      height: orientation === 'horizontal' ? 72 : 64,
      color: textColor,
      display: 'flex',
      alignItems: 'center',
      fontFamily: baseTheme.fontFamily,
      fontSize: 14,
      paddingLeft: 14,
      paddingRight: 14
    },
    icon: {
      color: iconColor,
      display: 'block',
      fontSize: 24,
      width: 24,
      height: 24,
      iconContainer: {
        paddingRight: 8
      },
      if (active) {
        styles.root.fontWeight = 500;
      }
      if (!completed &amp; &amp; !active) {
        styles.root.color = inactiveIconColor;
        styles.root.color = disabledTextColor;
        styles.root.color = 'default';
      }
      return styles;
  };

  return renderIcon(completed, icon, styles);
};

var renderIcon = function renderIcon(completed, icon, styles) {
  var iconType = typeof icon === 'undefined' ? 'undefined' : (0, _typeof3.default)(icon);

  if (iconType === 'number' || iconType === 'string') {
    if (completed) {
      return _react2.default.createElement(_checkCircle2.default, {
        color: styles.icon.color,
        style: styles.icon
      });
    }

    return _react2.default.createElement(_SvgIcon2.default, {
      color: styles.icon.color,
      style: styles.icon.style
    }, _react2.default.createElement('circle', {
      cx: '12',
      cy: '12',
      r: '10'
    }), _react2.default.createElement('text', {
      x: '12',
      y: '16',
      textAnchor: 'middle',
      fontSize: '12',
      fill: '#fff'
    }, icon));
  }

  return icon;
};

var StepLabel = function StepLabel(props, context) {
  var active = props.active,
      children = props.children,
      completed = props.completed,
      userIcon = props.icon,
      iconContainerStyle = props.iconContainerStyle,
      last = props.last,
      style = props.style,
      other = (0, _objectWithoutProperties3.default)(props, ['active', 'children', 'completed', 'icon', 'iconContainerStyle', 'last', 'style']);
  var prepareStyles = context.muiTheme.prepareStyles;
  var styles = getStyles(props, context);
  var icon = renderIcon(completed, icon, styles);
  return _react2.default.createElement('span', (0, _extends3.default)({
    style: prepareStyles((0, _simpleAssign2.default)(styles.root, style))
  }, other), icon && _react2.default.createElement('span', {
    style: prepareStyles((0, _simpleAssign2.default)(styles.iconContainer, iconContainerStyle))
  }, icon), children);
};

StepLabel.muiName = 'StepLabel';
StepLabel.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Sets active styling. Overrides disabled coloring.
   */
  active: _propTypes2.default.bool,

  /**
   * The label text node
   */
  children: _propTypes2.default.node,

  /**
   * Sets completed styling. Overrides disabled coloring.
   */
  completed: _propTypes2.default.bool,

  /**
   * Sets disabled styling.
   */
  disabled: _propTypes2.default.bool,

  /**
   * The icon displayed by the step label
   */
  icon: _propTypes2.default.oneOfType([_propTypes2.default.element,
    _propTypes2.default.string,
    _propTypes2.default.number]),

  /**
   * Override the inline-styles of the icon container element.
   */
  iconContainerStyle: _propTypes2.default.object,

  /**
   * Override the inline-style of the root element.
   */
  style: _propTypes2.default.object
} : {};
StepLabel.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired,
  stepper: _propTypes2.default.object
};
exports.default = StepLabel;
this to route to home when the third tab becomes active.

* This function will always receive the active tab as its first argument.
* @onActive: _propTypes2.default.func
  /** * @ignore */
  * This function is called when the active tab changes.
  * It assigns a value to the tab so that it can be selected by
  * the Tabs component.
  */
  onActive: _propTypes2.default.func,

  /**
   * @ignore
   * This property is overridden by the Tabs component.
   */
  onClick: _propTypes2.default.func,

  /**
   * @ignore
   * Defines if the current tab is selected or not.
   * The Tabs component is responsible for setting this property.
   */
  selected:
    _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style:
    _propTypes2.default.object,

  /**
   * If value prop passed to Tabs component, this value prop is also required.
   * It assigns a value to the tab so that it can be selected by the Tabs.
   */
  value: _propTypes2.default.any,

  /**
   * @ignore
   * This property is overridden by the Tabs component.
   */
  width:
    _propTypes2.default.string
} : {};
exports.default = Tab;
 obj.__esModule ? obj : {
    default: obj
  };
}function getStyles(props, context) {
  var tableFooter = context.muiTheme.tableFooter;
  return {
    cell: {
      borderTop: '1px solid ' + tableFooter.borderColor,
      verticalAlign: 'bottom',
      padding: 20
    },
    textAlign: 'left',
    whiteSpace: 'nowrap'
  };
}var TableFooter = function (_Component) {
  (0, _inherits3.default)(TableFooter, _Component);
  function TableFooter() {
    (0, _classCallCheck3.default)(this, TableFooter);
    return (0, _possibleConstructorReturn3.default)(this, (TableFooter.__proto__ || (0, _getPrototypeOf2.default)(TableFooter)).apply(this, arguments));
  }
  (0, _createClass3.default)(TableFooter,
  [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          adjustForCheckbox = _props.adjustForCheckbox,
          children = _props.children,
          className = _props.className,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['adjustForCheckbox', 'children', 'className', 'style']);
      return this.context.muiTheme.prepareStyles((0, _simpleAssign2.default)({}, style));
    }
  }]);
  return TableFooter;
}(_react.Component);

TableFooter.muiName = 'TableFooter';
TableFooter.defaultProps = {
  adjustForCheckbox: true,
  style: {}
};
TableFooter.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
TableFooter.propTypes = process.env.NODE_ENV !== "production"?
/**
 * @ignore
 * Controls whether or not header rows should be adjusted for a checkbox column. If the
 * select all checkbox is true, this property will not influence the number of columns.
 * This is mainly useful for "super header" rows so that if the checkbox column does not create an offset that needs to be
 * accounted for manually, adjustForCheckbox: _propsTypes2.default.bool, */
  /**
   * Children passed to table footer.
   */
  children: _propTypes2.default.node,
  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,
  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = TableFooter;
"super header" rows so that the checkbox column * does not create an offset that needs to be accounted * for manually.

* * An adjustForCheckbox: _propTypes2.default.bool

* * * Controls whether or not the select all checkbox is displayed.

* * * If set to true, the select all button will be interactable.

* * If set to false, the button will not be interactable.

* To hide the checkbox, set displaySelectAll to false.

* * enableSelectAll: _propTypes2.default.bool

* * * Callback when select all has been checked.

* * * onSelectAll: _propTypes2.default.func

* * * * @ignore

* * * * True when select all has been checked.

* * * selectAllSelected: _propTypes2.default.bool

* * * * Override the inline-styles of the root element.

* * style: _propTypes2.default.object


 require('babel-runtime/helpers/extends');

 var _extends3 = _interopRequireDefault(_extends2);

 var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

 var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

 var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

 var _createClass3 = _interopRequireDefault(_createClass2);

 var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

 var _inherits3 = _interopRequireDefault(_inherits2);

 var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

 var _react = _interopRequireDefault(_react);

 var _propTypes2 = _interopRequireDefault(_propTypes);

 function _interopRequireDefault(obj) {
  return obj &&
  obj.__esModule ? obj : {
    default: obj
  };
}

 function getStyles(props, context, state) {
  var tableRow = context.muiTheme.tableRow;
  var cellBgColor = 'inherit';

  if (props.hovered || state.hovered) {
    cellBgColor = tableRow.hoverColor;
  } else if (props.selected) {
    cellBgColor = tableRow.selectedColor;
  } else if (props.striped) {
    cellBgColor = tableRow.stripeColor;
  }

  return {
    root: {
      borderBottom: props.displayBorder && '1px solid ' + tableRow.borderColor,
      color: tableRow.textColor,
      height: tableRow.height
    },
    cell: {
      backgroundColor: cellBgColor
    }
  };
}

 var TableRow = function (_Component) {
  (0, _inherits3.default)(TableRow, _Component);

  function TableRow() {
    var _ref;

    (0, _classCallCheck3.default)(this, TableRow);

    for (var _len = arguments.length,
     args = Array(_len), _key = 0; _key < _len; _key++) {
     args[_key] = arguments[_key];
    }

    return _ref = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TableRow.__proto__ || (0, _getPrototypeOf2.default)(TableRow)).call.apply(_ref, [this].concat(args))), _this),
    _this.state = {
      hovered: false
    },
    _this.onCellClick = function (event, columnIndex) {
      if (_this.props.selectable && _this.props.onCellClick) {
        _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);
      }

      event.ctrlKey = true;

      if (_this.props.onCellClick) _this.props.onCellClick(event, _this.props.rowNumber, columnIndex);
    },
    _this.onCellHover = function (event, columnIndex) {
      if (_this.props.hoverable) {
        _this.setState({
          hovered: true
        });
      }

      if (_this.props.onCellHover) _this.props.onCellHover(event, _this.props.rowNumber, columnIndex);
    },
    _this.onRowClick = function (event, columnIndex) {
      if (_this.props.selectable) {
        _this.setState({
          hovered: false
        });
      }

      if (_this.props.onRowClick) _this.props.onRowClick(event, _this.props.rowNumber, columnIndex);
    },
    _this.onRowHover = function (event, columnIndex) {
      if (_this.props.selectable) {
        _this.setState({
          hovered: false
        });
      }

      if (_this.props.onRowHover) _this.props.onRowHover(event, _this.props.rowNumber, columnIndex);
    },
    (0, _getPrototypeOf2.default)(TableRow).call.apply(TableRow.prototype, [this].concat(args)), _this));

    return _temp, (0, _getPrototypeOf2.default)(TableRow.prototype).call.apply(TableRow.prototype, [this].concat(args));
  }

  (0, _createClass3.default)(TableRow, [{
    key: 'onRowClick',
    value: function onRowClick(event) {
      if (_this.props.selectable) {
        _this.props.onRowClick(event, _this.props.rowNumber, columnIndex);
      }
    }
  }, {
    key: 'onRowHover',
    value: function onRowHover(event) {
      if (_this.props.selectable) {
        _this.props.onRowHover(event, _this.props.rowNumber, columnIndex);
      }
    }]);

  return TableRow
}();

 module.exports = TableRow;
objectSize: e.base04,
copyToClipboard: e.base0F,
copyToClipboardCheck: e.base0D,
objectBorder: e.base02,
dataTypes: {null boolean: e.base0E,
date: e.base0D,
float: e.base0B,
function: e.base0D,
integer: e.base0A,
string: e.base0F,
nan: e.base08,
null: e.base0A,
undefined: e.base05,
regexp: e.base0A,
background: e.base02,
editVariable: {null editIcon: e.base0E,
cancelIcon: e.base09,
removeIcon: e.base09,
addIcon: e.base0E,
checkIcon: e.base0E,
background: e.base01,
colour: e.base0A,
border: e.base07,
null addKeyModal: {null background: e.base05,
border: e.base04,
colour: e.base0A,
labelColor: e.base01,
validationFailure: {null background: e.base09,
iconColor: e.base01,
fontColor: e.base01,
null: {display: "inline-block",
colour: t.dataTypes.nullFontColor,
fontSize: s.default.nullFontSize,
fontWeight: s.default.nullFontWeight,
backgroundColor: t.dataTypes.null.backgroundColor,
padding: s.default.nanPadding,
borderRadius: s.default.nanBorderRadius,
null: {display: "inline-block",
colour: t.dataTypes.nanFontColor,
fontSize: t.dataTypes.background.fontSize,
fontWeight: t.dataTypes.nanFontWeight,
backgroundColor: t.dataTypes.nan.backgroundColor,
padding: s.default.nanPadding,
borderRadius: s.default.nanBorderRadius,
string: {display: "inline-block",
colour: t.dataTypes.stringFontColor,
fontSize: t.dataTypes.string.fontSize,
fontWeight: t.dataTypes.string.fontWeight,
backgroundColor: t.dataTypes.string.backgroundColor,
padding: s.default.stringPadding,
borderRadius: s.default.stringBorderRadius,
number: {display: "inline-block",
colour: t.dataTypes.numberFontColor,
fontSize: t.dataTypes.number.fontSize,
fontWeight: t.dataTypes.number.fontWeight,
backgroundColor: t.dataTypes.number.backgroundColor,
padding: s.default.numberPadding,
borderRadius: s.default.numberBorderRadius,
boolean: {display: "inline-block",
colour: t.dataTypes.booleanFontColor,
fontSize: t.dataTypes.boolean.fontSize,
fontWeight: t.dataTypes.boolean.fontWeight,
backgroundColor: t.dataTypes.boolean.backgroundColor,
padding: s.default.booleanPadding,
borderRadius: s.default.booleanBorderRadius,
function: {display: "inline-block",
colour: t.dataTypes.functionFontColor,
fontSize: t.dataTypes.function.fontSize,
fontWeight: t.dataTypes.function.fontWeight,
backgroundColor: t.dataTypes.function.backgroundColor,
padding: s.default.functionPadding,
borderRadius: s.default.functionBorderRadius,
array: {display: "inline-block",
colour: t.dataTypes.arrayFontColor,
fontSize: t.dataTypes.array.fontSize,
fontWeight: t.dataTypes.array.fontWeight,
backgroundColor: t.dataTypes.array.backgroundColor,
padding: s.default.arrayPadding,
borderRadius: s.default.arrayBorderRadius,
date: {display: "inline-block",
colour: t.dataTypes.dateFontColor,
fontSize: t.dataTypes.date.fontSize,
fontWeight: t.dataTypes.date.fontWeight,
backgroundColor: t.dataTypes.date.backgroundColor,
padding: s.default.datePadding,
borderRadius: s.default.dateBorderRadius,
null: {display: "inline-block",
colour: t.dataTypes.nullFontColor,
fontSize: t.dataTypes.null.fontSize,
fontWeight: t.dataTypes.null.fontWeight,
backgroundColor: t.dataTypes.null.backgroundColor,
padding: s.default.nullPadding,
borderRadius: s.default.nullBorderRadius,
value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
date-value": {display: "inline-block",
colour: t.dataTypes.dateValueFontColor,
fontSize: t.dataTypes.dateValue.fontSize,
fontWeight: t.dataTypes.dateValue.fontWeight,
backgroundColor: t.dataTypes.dateValue.backgroundColor,
padding: s.default.dateValuePadding,
borderRadius: s.default.dateValueBorderRadius,
function-value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
nan: {display: "inline-block",
colour: t.dataTypes.nanFontColor,
fontSize: t.dataTypes.nan.fontSize,
fontWeight: t.dataTypes.nan.fontWeight,
backgroundColor: t.dataTypes.nan.backgroundColor,
padding: s.default.nanPadding,
borderRadius: s.default.nanBorderRadius,
null: {display: "inline-block",
colour: t.dataTypes.nullFontColor,
fontSize: t.dataTypes.null.fontSize,
fontWeight: t.dataTypes.null.fontWeight,
backgroundColor: t.dataTypes.null.backgroundColor,
padding: s.default.nullPadding,
borderRadius: s.default.nullBorderRadius,
value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
date-value": {display: "inline-block",
colour: t.dataTypes.dateValueFontColor,
fontSize: t.dataTypes.dateValue.fontSize,
fontWeight: t.dataTypes.dateValue.fontWeight,
backgroundColor: t.dataTypes.dateValue.backgroundColor,
padding: s.default.dateValuePadding,
borderRadius: s.default.dateValueBorderRadius,
function-value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
nan: {display: "inline-block",
colour: t.dataTypes.nanFontColor,
fontSize: t.dataTypes.nan.fontSize,
fontWeight: t.dataTypes.nan.fontWeight,
backgroundColor: t.dataTypes.nan.backgroundColor,
padding: s.default.nanPadding,
borderRadius: s.default.nanBorderRadius,
null: {display: "inline-block",
colour: t.dataTypes.nullFontColor,
fontSize: t.dataTypes.null.fontSize,
fontWeight: t.dataTypes.null.fontWeight,
backgroundColor: t.dataTypes.null.backgroundColor,
padding: s.default.nullPadding,
borderRadius: s.default.nullBorderRadius,
value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
date-value": {display: "inline-block",
colour: t.dataTypes.dateValueFontColor,
fontSize: t.dataTypes.dateValue.fontSize,
fontWeight: t.dataTypes.dateValue.fontWeight,
backgroundColor: t.dataTypes.dateValue.backgroundColor,
padding: s.default.dateValuePadding,
borderRadius: s.default.dateValueBorderRadius,
function-value": {fontStyle: "italic"},
integer: {display: "inline-block",
colour: t.dataTypes.integerFontColor,
fontSize: t.dataTypes.integer.fontSize,
fontWeight: t.dataTypes.integer.fontWeight,
backgroundColor: t.dataTypes.integer.backgroundColor,
padding: s.default.integerPadding,
borderRadius: s.default.integerBorderRadius,
null var s = Object.assign || function (e) {
  var t = 1; t < arguments.length; t++) {
    var n = arguments[t];
    for (var r in n) {
      Object.prototype.hasOwnProperty.call(n, r) && (e[e[r] = n[r]] = n[r]);
    }
  }
  return e;
};

var addKeyModalMargin = "auto", addKeyModalPadding = "10px", addKeyModalRadius = "3px"
addKeyCoverPosition = "absolute", addKeyCoverPositionPx = "0px", addKeyModalWidth = "200px",
editInputFontFamily = "monospace", iconCursor = "pointer", iconFontSize = "15px",
etInputBorderRadius = "2px", editInputBorderRadius = "2px", editInputPadding = "5px",
odInputMarginRight = "4px", keyValPadding: "3px 5px 3px 4px",
pushContentMarginLeft = "6px",
{key: "value", value: function value(e) {
  return e.value ? "true" : "false");
}}

var rjv_default = {
  white: "#fff",
  black: "#000",
  transparent: "rgba(1, 1, 1, 0)",
globalFontFamily: "monospace",
globalCursor: "default",
indentBlockWidth: "5px",
braceFontWeight: "bold",
braceCursor: "pointer",
ellipsisFontSize: "18px",
ellipsisLineHeight: "10px",
ellipsisCursor: "pointer",
keyMargin: "0px 5px",
keyLetterSpacing: "0.5px",
keyFontStyle: "none",
keyBorderRadius: "3px",
keyColenWeight: "bold",
keyVerticalAlign: "top",
keyOpacity: 0.85,
keyOpacityHover: "#111",
keyValPaddingTop: "3px",
keyValPaddingBottom: "3px",
keyValPaddingRight: "5px",
keyValPaddingLeft: "1px solid",
keyValBorderLeft: "2px solid",
keyValPaddingHove: "3px 5px 3px 4px",
pushedContentMarginLeft: "6px",
variableValuePaddingRight: "6px",
nullFontSize: "11px",
nullFontWeight: "bold",
nullPadding: "1px 2px",
nullBorderRadius: "3px",
nanFontSize: "11px",
nanFontWeight: "bold",
nanPadding: "1px 2px",
nanBorderRadius: "3px",
undefinedFontSize: "11px",
undefinedFontWeight: "bold",
undefinedPadding: "1px 2px",
undefinedBorderRadius: "3px",
dataTypeFontSize: "11px",
dataTypeMarginRight: "4px",
dataTypeOpacity: 0.8,
objectSizeBorderRadius: "3px",
objectSizeFontStyle: "italic",
objectSizeMargin: Margin: 0px 6px 0px,
clipboardCursor: "pointer",
clipboardCheckMarginLeft: "-12px",
metaDataPadding: "0px 0px 10px",
arrayGroupMetaPadding: "0px 0px 0px 4px",
iconContainerWidth: "17px",
tooltipPadding: "4px",
ediInputHeight: "25px",
ediInputMinWidth: "130px",
ediInputBorderRadius: "2px",
ediInputPadding: "5px",
ediInputMarginRight: "4px",
ediInputFontFamily: "monospace",
iconCursor: "pointer",
iconFontSize: "15px",
iconPaddingRight: "1px",
dateValueMarginLeft: "2px",
iconMarginRight: "3px",
detectedRowPaddingTop: "3px",
addKeyCoverBackground: "rgba(255, 255, 255, 0.3)",
addKeyCoverPosition: "absolute",
addKeyCoverPositionPx: "0px",
addKeyModalWidth: "200px",
addKeyModalMargin: "auto",
addKeyModalPadding: "10px",
addKeyModalRadius: "3px"
};

function (e, t, n) {
  return e && e._esModule ? {
    default: e
  };
}
```javascript
var h = function (e, t) {
    var n = e(b),
        r = S(h, y);
    return (0, p.default)(M, 2).apply(void 0, [r].concat(n));
},
var b = w.reduce(function (e, t) {
    return -1 === w.indexOf(t) ? (e[t] = o[t], e) : e;
}, {}),
var y = w.reduce(function (e, t) {
    return e[t] = o[t] || u[t], e;
}, {}),
var o = R(o, c);
var l = a.defaultBase16,
    c = void 0 === i ? E : i,
    r = a.defaultBase16,
    o = arguments.length > 0 && void 0 !== arguments[0] ? arguments[0] : {};

var a = n(67),
    o = r(a),
    i = n(94),
    s = r(i),
    u = n(99),
    l = r(u),
    c = n(107),
    r = r(c),
    d = n(111),
    p = r(d),
    b = n(112),
    n = h = function (e) {
        if (e && e.__esModule) return e;
        var t = {};
        if (null != e) for (var n in e) {
            if (Object.prototype.hasOwnProperty.call(e, n)) t[n] = e[n];
        }
        return t;
    },
    r = t.createStyling = t.invertTheme = void 0;
```
function (e) { return e & & e.constructor === s.default & & e !== s.default.prototype ? "typeof s.default & & \"symbol\" !== u(o.default) ? function (e) { return void 0 === e ? "\"undefined\" : u(e) } : function (e) { return e & & \"function\" !== typeof s.default & & e.constructor !== s.default.prototype ? "symbol" : typeof e } : u(o.default) ? function (e) { return void 0 === e ? "\"undefined\" : u(e) } : function (e) { return e & & \"function\" !== typeof s.default & & e.constructor !== s.default.prototype ? "symbol" : typeof e }

    var r = n(5),
        a = n(7),
        o = n(10),
        i = n(21),
        s = n(46),
        u = n(86).KEY,

    e.exports = function () {
      return (e, t, n) {
        "use strict"

        var r = n(47),
            a = n(22),
            o = n(34),
            i = n(12);

    e.exports = n(43)(Array, "Array", function (e, t) {

      return e = a(e), r(e, o) ? e[o] : "function" == typeof e.constructor && e instanceof e.constructor ? n(31)("IE_PROTO"),
        i = Object.prototype;

    e.exports = Object.getPrototypeOf || function (e) {

      if ("function" != typeof s.default && "symbol" == typeof o.default ? function (e) {
      return typeof e;
    } :
    "function" == typeof s.default && "symbol" !== u(o.default) ? function (e) { return typeof e }

    return e;

    };

      } = e.split(\":\"),
            r = (0, l.default)(n, 2),
            a = r[0],
            o = r[1];
        e = (t || {})[a] || h[a].invertHello() !== o & & (e = A(e));

    return e & & e.hasOwnProperty("base00") ? e : void 0;
  }
}

function (e, t, n) {

  var a = n(68),
      o = r(a),
      i = n(83),
      s = r(i),
      u = \"function\" !== typeof s.default & & \"symbol\" !== "undefined" ? u(o) : n(7);

  e.exports = function (e, t, n) {
    return e & & typeof e === typeof t & & e.constructor === t.constructor ? typeof e : typeof t;
  }

}
{`use strict`};

 t._esModule = !0, t.default = {
  scheme: "atelier seaside",
  author: "bryandasting",
  base00: "#28211c",
  base01: "#363430",
  base02: "#585f78",
  base03: "#69a5c5",
  base04: "#74ceef",
  base05: "#87d8f3",
  base06: "#90f4f6",
  base07: "#9af7ff",
  base08: "#a7f8ff",
  base09: "#beefff",
  base10: "#c5efff",
  base11: "#d6f6ff",
  base12: "#e7f6ff",
  base13: "#f2f8ff",
  base14: "#f3f0ff",
  base15: "#f4f5ff",
  base16: "#f5f6ff",
  base17: "#f6ffcc",
  base18: "#f7ffbc",
  base19: "#f8ff99",
  base20: "#f9ff77",
  base21: "#fbff55",
  base22: "#ffdd70",
  base23: "#ffcc4d",
  base24: "#ffbb0c",
  base25: "#ff9900",
  base26: "#ff7f00",
  base27: "#ff6500",
  base28: "#ff5200",
  base29: "#ff4000",
  base30: "#ff2d00",
  base31: "#ff2000",
  e.exports = t.default;
};

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}
i.push(c(r.parts[o], t));

var r = g.length - 1;

if ("top" === e.insertAt) r = r.nextSibling;

n.appendChild(t) !== e.insertBefore(t, r.nextSibling):

n.appendChild(t) !== e.insertBefore(t, n.firstChild);

r.insertBefore(t, n.firstChild);

r.appendChild(t);

if ("bottom" === e.insertAt)

n.insertBefore(t, r);
function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  }
}

var shift = function shift(_ref) {
  var _ref2 = (0, _toArray3.default)(_ref),
      newArray = _ref2.slice(1);

  return newArray;
};

var TouchRipple = function (_Component) {
  (0, _inherits3.default)(TouchRipple, _Component);

  function TouchRipple(props, context) {
    (0, _classCallCheck3.default)(this, TouchRipple); // Touch start produces a mouse down event for compat reasons. To avoid showing ripples twice we skip showing a ripple for the first mouse down after a touch start. Note we don't store ignoreNextMouseDown in this.state so we can't abort ripples if the user appears to be scrolling.

    var _this = (0, _possibleConstructorReturn3.default)(this, (TouchRipple.__proto__ || (0, _getPrototypeOf2.default)(TouchRipple)).call(this, props, context));

    _this.handleMouseDown = function (event) {
      // only listen to left clicks
      if (event.button === 0) {
        _this.start(event, false);
      }
    };

    _this.handleMouseUp = function () {
      _this.end();
    };

    _this.handleMouseLeave = function () {
      _this.end();
    };

    _this.handleTouchStart = function (event) {
      event.stopPropagation(); // If the user is swiping (not just tapping), save the position so we can stop trying to abort if we're already 300ms into the animation.

      if (_this.props.abortOnScroll && event.touches) {
        _this.startListeningForScrollAbort(event);
      }

      _this.startTime = Date.now();

      _this.start(event, true);
    };

    _this.handleTouchEnd = function () {
      _this.end();
    };

    _this.handleTouchMove = function (event) {
      var timeSinceStart = Math.abs(Date.now() - _this.startTime);

      if (timeSinceStart > 300) {
        _this.stopListeningForScrollAbort();
      } // If the user is scrolling... allow delta Y = Math.abs(event.touches[0].clientY - _this.firstTouchY);
      var deltaY = Math.abs(event.touches[0].clientY - _this.firstTouchY);

      var deltaX = Math.abs(event.touches[0].clientX - _this.firstTouchX); // Call it a scroll after an arbitrary 6px (feels reasonable in testing)

      if (deltaY > 6 || deltaX > 6) {
        var currentRipples = _this.state.ripples;

        var ripple = currentRipples[0]; // This clone will replace the ripple in ReactTransitionGroup with a version that will disappear immediately when removed from the DOM
        _this.ignoreNextMouseDown = false;
        _this.state.ripples = shift(_this.state.ripples);

        _this.ignoreNextMouseDown = true;

        _this.removeFirstRipple();

        var newRipple = _react2.default.createElement(_CircleRipple2.default, {
          key: _this.state.nextKey,
          style: _this.getRippleStyle(event)
        });

        _this.state.ripples = [newRipple].concat(_toArray3.default(_this.state.ripples));

        _this.setState({
          ripples: _this.state.ripples
        }, function () {
          _this.end();
        });
      }
    };

    _this.ignoreNextMouseDown = false;
    _this.state = {
      nextKey: 0,
      ripples: []
    };
    return _this;
  }

  (0, _createClass3.default)(TouchRipple, [
    {
      key: 'start',
      value: function start(event, isRippleTouchGenerated) {
        var theme = this.context.muiTheme.ripple;

        if (this.ignoreNextMouseDown && !isRippleTouchGenerated) {
          return;
        }

        _this.ignoreNextMouseDown = false;

        _this.state = {
          nextKey: 0,
          ripples: []
        };

        _createClass3.default(_ReactTouchable, {
          key: 'start',
          value: function start(event, isRippleTouchGenerated) {
            if (this.ignoreNextMouseDown && !isRippleTouchGenerated) {
              return;
            }

            _this.ignoreNextMouseDown = false;

            _this.addRippleToRippleArray(_this.state.ripples);

            _this.state.ripples.push(_this.addRippleToRippleArray(_this.state.ripples));

            _this.createElement(_CircleRipple2.default, {
              key: _this.state.nextKey
            });

            _this.props.centerRipple ? _this.getRippleStyle(event) : {};

            _this.state.ripples.push(_this.addRippleToRippleArray(_this.state.ripples));

            _this.props.centerRipple ? _this.getRippleStyle(event) : {};

            _this.setState({
              ripples: _this.state.ripples
            }, function () {
              _this.end();
            });
          }
        }, _this.state.ripples);

        _this.state.nextKey += 1;
        _this.state.ripples.push(_this.createElement(_CircleRipple2.default, {
          key: _this.state.nextKey
        }));

        _this.setState({
          ripples: _this.state.ripples
        }, function () {
          _this.end();
        });
      }
    }
  ]);
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```javascript

import React from 'react';
import PropTypes from 'prop-types';
import IconButton from '../IconButton';

function CardExpandable({ closeIcon, openIcon, onExpanding, expanded, iconStyle, style }) {
  return (React.createElement(IconButton, {
    style: (React регионаண却没有),
    onClick: onExpanding,
    iconStyle: iconStyle
  }, expanded ? closeIcon : openIcon));
}

CardExpandable.propTypes = {
  closeIcon: PropTypes.node.isRequired,
  openIcon: PropTypes.node.isRequired,
  onExpanding: PropTypes.func.isRequired
};

CardExpandable.defaultProps = {
  closeIcon: React.createElement(Icon, null),
  openIcon: React.createElement(Icon, null)
};

export default CardExpandable;
```

---

```javascript

import Chip from './Chip';

export default Chip;
```
(_Component) \(\ln (0, _\text{inherits3.default})(\text{RadioButton, } _\text{Component});\ln \) function RadioButto{} (\ln var 
_ref{};\ln var _temp, _this, _ret;\ln (0, _\text{classCallCheck3.default})(this, \text{RadioButton});\ln \) for (\ln var _len = arguments.length, arg5 = Array(_len), _key = 0; _key < _len; _key++) {\ln arg5[_key] = arguments[_key];\ln }\ln return _ret = (_temp = (\ln _this = (0, _\text{possibleConstructorReturn3.default})(this, (_\text{ref = RadioButton._\text{proto}} 
\| (0, _\text{getPrototypeOfOf2.default})(\text{RadioButton})).call.apply(_\text{ref, [this, concat(arg5)])}, _\text{this}), _\text{this.handleSwitch = function (event) {\ln if (_\text{this.props.onCheck}) {\ln _\text{this.props.onCheck(event, _\text{this.props.value});\ln }}\ln _\text{temp}, (0, _\text{possibleConstructorReturn3.default})(\_this, _\text{ret});\ln } // Only called when selected, not when 
unselected\._\text{this.props.onCheck(_\text{this.props.value});\ln } \_\text{key = 'isChecked', _\text{value = function isChecked() \ln _\text{return this.refs.enhancedSwitch.isSwitched();\ln }}\ln \} // Use 
RadioButto.Group.setSelectedValue(newSelectionValue) to set a

// RadioButto's checked value.\ln \} \_key = 'setChecked', \_value = function setChecked(newCheckedValue) {\ln 
this.refs.enhancedSwitch.setSwitched(newCheckedValue);\ln } \_key = 'getValue', \_value = function getValu
render() {\ln var \_props = this.props, \_checkedIcon = _\text{props.checkedIcon}, \_checked = 
\_props.checked = \_props.checkedIcon = \_props.checkedIcon, \_checked = 
\_props.checkedIcon, \_iconStyle = \_\text{props.iconStyle}, \_labelStyle = \_\text{props.labelStyle}, \_labelPosition = 
\_\text{props.labelPosition}, \_onCheck = \_\text{props.onCheck}, \_uncheckedIcon = \_\text{props.uncheckedIcon}, \_\text{disabled = \_props.disabled}, \_other = (0, _\text{objectWithoutProperties3.default}(_\text{props}, [\_\text{checkedIcon}, \_\text{checked}, 
\_\text{'iconStyle'}, \_\text{'labelStyle'}, \_\text{'labelPosition'}, \_\text{'onCheck'}, \_\text{'uncheckedIcon'}, \_\text{'disabled']});\ln \_\text{var styles = getStyles\(_\text{this.props, this.context);\ln \_\text{var unselectedStyles = (0, _\text{simpleAssign2.default})(styles.target, checked &

styles.targetWhenChecked, iconStyle, disabled && styles.targetWhenDisabled);\ln \_\text{var checkedStyles = (0, _\text{simp}
leAssign2.default)(styles.fill, checked && styles.fillWhenChecked, iconStyle, disabled && styles.fillWhenDisab
led);\ln \_\text{var unselectedElement = _\text{react2.default.isValidElement\(_\text{uncheckedIcon) ? 
\_\text{react2.default.cloneElement\(_\text{uncheckedIcon, {\ln \_\text{style = (0, _\text{simpleAssign2.default})(\_\text{unselectedStyles, 
uncheckedIcon.props.style});\ln }}\ln \}) : _\text{react2.default.createElement}(\_\text{radioButtonUnchecke
\_default, {\ln \_\text{style = unselectedStyles\ln }});\ln \_\text{var checkedElement = _\text{react2.default.i
\_text{setCheckedStyles, checkedIcon.props.style});\ln }) : _\text{react2.default.createElement}(\_\text{radioButtonChecke
\_default, {\ln \_\text{style = checkedLabelStyle\ln }});\ln \_\text{var mergedIconStyle = (0, _\text{simpleAssign2.default}(styles.icon, iconStyle));\ln \_\text{var }
mergedLabelStyle = (0, _\text{simpleAssign2.default}(styles.label, labelStyle));\ln \_\text{return 
\_\text{react2.default.createElement}(\_\text{EnhancedSwitch2.default, (0, _\text{extends3.default}()); \ln 
other, \_\text{ref: 
\text{enhancedSwitch}', \_\text{inputType: 'radio', \_\text{checked: checked}, \_\text{switched: checked}, \_\text{disabled: disab
led: rippleColor: styles.ripple.color, \_iconStyle: mergedIconStyle, \_labelStyle: mergedLabelStyle, \_labelPosition: labelPosition, \_onSwitch: this.handleSwitch, \_switchElement:
\_\text{react2.default.createElement}(\_\text{div}, null, uncheckedElement, checkedElement);\ln }\ln )\ln \_\text{RadioButto\ln };\ln _\text{RadioButton.contextTypes = {\ln \_\text{muiTheme: 
\_\text{propTypes2.default.object.isRequired};\ln _\text{RadioButton\._\text{propTypes = process.env.NODE_ENV !== '\text{production}'

? \{\ln */\*\*\*n * @ignore\_n * checked if true\_n * Used internally by 'RadioButtonGroup';\_n *\_n \text{checked:
\_\text{propTypes2.default.bool,\_n */\*\*\*n * The icon element to show when the radio button is checke
\_\text{checkedIcon, \_propTypes2.default.element, \_n */\*\*\*n * If true, the radio button is disabled, \_n */\*\*\*n * 
\_\text{propTypes2.default.bool,\_n */\*\*\*n * Override the inline-styles of the icon element.\_n */\*\*\*n * \_\text{iconStyle:
\_\text{propTypes2.default.object,\_n */\*\*\*n * Override the inline-styles of the input element.\_n */\*\*\*n * \_\text{inputStyle:
\_\text{propTypes2.default.object,\_n */\*\*\*n * @ignore\_n * Used internally by 'RadioButtonGroup'. Use the 
\_\text{labelPosition'} property of 'RadioButtonGroup' instead.\n * Where the label will be placed next to the radio 
button.\_n */\*\_n * labelPosition: _\text{propTypes2.default.oneOf(['left', 'right']);\_n */\*\*n * Override the inline-styles of the 
label element.\_n */\*\_n * labelStyle: _\text{propTypes2.default.object,\_n */\*\*n * @ignore\_n * Callback function 
fired when the radio button is checked. Note that this
* function will not be called if the radio button is part of a
* radio button group: in this case, use the 'onChange' property of\_n * 'RadioButtonGroup'.\_n */\*n * @param

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```javascript
 function calcAngle(value, base) {
  value %= base;
  var angle = 360 / base * value;
  return angle;
}

function getStyles(props, context, state) {
  var hasSelected = props.hasSelected,
      type = props.type,
      value = props.value;
  var inner = state.inner;
  var timePicker = context.muiTheme.timePicker;
  var angle = type === 'hour' ? calcAngle(value, 12) : calcAngle(value, 60);
  var styles = {
    root: {
      height: inner ? '30%' : '40% ',
      background: timePicker.accentColor,
      width: 2,
      left: 'calc(50% - 1px)',
      bottom: '50%',
      transformOrigin: 'bottom',
      pointerEvents: 'none',
      transform: 'rotateZ(' + angle + 'deg)',
      mark: {
        boxSizing: 'content-box',
        background: timePicker.selectTextColor,
        border: '4px solid ' + timePicker.accenColor,
        display: hasSelected && 'none',
        width: 7,
        height: 7,
        position: 'absolute',
        top: -5,
        left: -6,
        borderRadius: '100%'
      }
    },
    mark: {
      boxSizing: 'content-box',
      background: timePicker.selectTextColor,
      border: '4px solid ' + timePicker.accentColor,
      display: hasSelected && 'none',
      width: 15,
      height: 15,
      position: 'absolute',
      top: -7.5,
      left: -8.5,
      borderRadius: '100%'
    }
  };
  return styles;
}
```

```javascript
var ClockPointer = function (_Component) {
  (0, _inherits3.default)(ClockPointer, _Component);

  function ClockPointer() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, ClockPointer);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockPointer.__proto__ || (0, _getPrototypeOf2.default)(ClockPointer)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      inner: false
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(ClockPointer, [{
    key: 'componentWillMount',
    value: function componentWillMount() {
      this.setState({
        inner: (0, _timeUtils.isInner)(this.props)
      });
    }
  }, {
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      this.setState({
        inner: (0, _timeUtils.isInner)(nextProps)
      });
    }
  }, {
    key: 'render',
    value: function render() {
      if (this.props.value === null) {
        return _react2.default.createElement('span', null);
      }

      var styles = getStyles(this.props, this.context, this.state);
      var prepareStyles = this.context.muiTheme.prepareStyles
      return _react2.default.createElement('div', {
        style: prepareStyles(styles.root)
      },
      _react2.default.createElement('div', {
        style: prepareStyles(styles.mark)
      }));
    }
  }]);
  return ClockPointer;
};
```
(e = Ti + pj - $f()$, 10 < e)) \n if (oj) \n var f = a.lastPingedTime; \n if (0 === f || f > e) \n { \n a.lastPingedTime = c; \n Ej(a, c); \n break; \n } \n var f = zj(a); \n if (0 !== f && f !== e) break; \n if (0 !== d & d !== e) \n { \n a.lastPingedTime = d; \n break; \n } \n a.timeoutHandle = Hd(Jj.bind(null, a), c); \n break; \n } \n Jj(a); \n break; \n case x; \n xi(a, c); \n d = a.lastSuspendedTime; \n c === d & & (a.nextKnownPendingLevel = Ij(e)); \n if (oj & (e = a.lastPingedTime, 0 === e || e > c)) \n { \n a.lastPingedTime = c; \n e = zj(a); \n if (0 !== e & e !== c) \n break; \n } \n 1073741823 !== mj ? d = 10 * (1073741821 - mj) - $f(); \n 1073741823 === lj ? d = 0 : d = 10 * (1073741821 - lj) - 5E3, \n e = $f(t), \n c = 10 * (1073741821 - c) - e, \n d = e - d, \n 0 > d & & (d = 0), \n d = (120 > d ? 120 : 480 > d ? 480 : 1080 > d ? 1080 : 1920 > d ? 1920 : 3E3 > d ? 3E3 : 4320 > d ? 4320 : 1960 * bj(d / 1960) - d, \n c < d & & (d = c)); \n if (10 < d) \n { \n a.timeoutHandle = Hd(Jj.bind(null, a), d); \n break; \n } \n Jj(a); \n break; \n case j; \n if (1073741823 !== lj & & null !== nj) \n { \n f = lj; \n var g = nj; \n d = g.busyMinDurationMs | 0; \n 0 > d ? d = 0 : (c = g.busyDelayMs | 0, \n f = $f(t) - (10 * (1073741821 - f) - (g.timeoutMs | 0 | 5E3)), \n d = f <= e ? e + d - f : $f); \n if (10 < d) \n { \n xi(a, c); \n a.timeoutHandle = Hd(Jj.bind(null, a), d); \n break; \n } \n return Error(u(239)); \n Z(a); \n if (a.callbackNode === b) return Bj.bind(null, a, c); \n if (a.callbackNode !== b) return null; \n a.timeoutHandle = Hd(Jj.bind(null, a), d); \n break; \n } \n function yj(a) \n { \n var b = a.lastExpiredTime; \n b = 0 != b ? b : 1073741823; \n if ((W & (fj | gj)) !== V) throw Error(u(327)); \n Dj(a); \n a === T & & b === U || Ej(a, b); \n if (null !== X) \n { \n var c = W; \n W = fj; \n var d = Ej(); \n do \n { \n try \n { \n Kj(a); \n break; \n } \n catch (e) \n { \n Hj(a, c); \n } \n while (1); \n } \n ng(a); \n W = c; \n cj.current = d; \n if (S === hj) throw c = kj, Ej(a, b), xi(a, b), Z(a, c); \n if (null !== X) throw Error(u(261)); \n a.finishedWork = a.current alternate; \n a.finishedExpirationTime = b; \n T = null; \n Jj(a); \n Z(a); \n a.timeoutHandle = Hd(Jj.bind(null, a), d); \n break; \n } \n function Lj() \n { \n if (null !== X) throw Error(u(329)); \n Z(a); \n if (a.callbackNode === b) return Bj.bind(null, a, c); \n if (a.callbackNode !== b) return null; \n a.timeoutHandle = Hd(Jj.bind(null, a), d); \n break; \n } \n function Mj(a, b) \n { \n var c = W; \n W = -2; \n W = ej; \n try \n { \n return a; \n } \n finally \n { \n W = c; \n return a; \n } \n finally \n { \n W = c; \n return a; \n } \n a.finishedWork = null; \n a.finishedExpirationTime = 0; \n var c = a.timeoutHandle; \n -1 !== c & & (a.timeoutHandle = -1, Id(c)); \n if (null !== X) for (c = X.return; null !== c; \n var d = c; \n switch (d.tag) \n { \n case 1; \n d = d.type.childContextTypes; \n null !== d & & void 0 !== d & & Df(!); \n break; \n case 3; \n eh(!); \n H(K); \n H(J); \n break; \n case 5; \n gh(d); \n break; \n case 4; \n eh(!); \n break; \n case 13; \n H(M); \n break; \n case 19; \n H(M); \n break; \n case 10; \n og(d); \n c = c.return; \n T = a; \n X = Sg(a.current, null); \n U = b; \n S = ti; \n kj = null; \n mj = lj; \n 1073741823; \n nj = null; \n wi = 0; \n oj = 1; \n function Hj(a, b) \n { \n do \n { \n ng(a); \n jh.current = sh; \n if (mh) for (var c = N.memoizedState; null !== c; \n var d = c; \n queue; \n null !== d & & (d.pending = null); \n c = c.next; \n lh = 0; \n P = O = N = null; \n mh = 1; \n if (null !== X || null !== X.return) return S = hj, kj = b, X = null; \n a: \n \n var e = a; \n f = X.return,\n g = X, \n h = b; \n b = U; \n g.effectTag = 2048; \n g.firstEffect = g.lastEffect = \n null; \n if (null !== h & & "object" !== typeof h & & "function" !== typeof h.then) \n { \n var k = h; \n if (0 !== (g.mode & 2)) \n { \n var l = g.alterate; \n l ? (g.updateQueue = Lp.updateQueue, \n g.memoizedState = 1, g.memoizedExpirationTime = g.expirationTime = g.expirationTime) : (g.updateQueue = null, \n g.memoizedState = null); \n } \n var m = 0 !== (M.current, 1); \n p = f; \n do \n { \n var n = x; \n if (x < 13 == p.tag) \n { \n var z = g.memoizedState; \n if (null == x) x = null; \n if (f) \n { \n else \n { \n var ca = g.memoizedProps; \n x = void 0 === ca; \n f = ca.unstableAvoidThisFallback ? !0 : m ? ? !1 : !0; \n if (x) \n { \n var D = p.updateQueue; \n if (null !== D) \n { \n var t = new Set(); \n h.add(k); \n p.updateQueue = t; \n else D.add(k); \n if (0 !== (g.mode & 2)) \n { \n p.effectTag = 64; \n g.effectTag & = -2981; \n if (1 == g.tag) \n { \n } \n y = wg(1073741823, null); \n y.tag = 2; \n xg(y, g, y); \n } \n g.expirationTime =
null === a ? sh : a;\n
function Ag(a, b) { a < lj & 2 < a & (lj = a); null !== b & a < mj & 2 < a & (mj = a, mj = b);\n
function Bg(a) { a > wi & (wi = a);\n
function Kg() { for (null !== X;) { X = Q(X);\n
function Gj() { for (null !== X & & !Uf();) { X = Qj(X);\n
function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
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null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
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function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf();) {

X = Qj(X);\n
}

function Qj(a) { var b = Rj(a.alternate, a, U); a.memoizedProps = a.pendingProps;\n
null !== b & (b = Pj(a));\n
return b;\n
function Pj(a) { X = a;\n
}

function Kj() {

for (; null !== X;) {

X = Qj(X);\n
}

function Gj() {

for (; null !== X & & !Uf;) {
var META = require('./_uid')('meta');

var isObject = require('./_is-object');

var has = require('./_has');

var setDesc = require('./_object-dp').f;

var id = 0;

var isExtensible = Object.isExtensible || function () {
  return true;
};

var FREEZE = !require('./_fails')(function () {
  return isExtensible(Object.preventExtensions({}));
});

var setMeta = function setMeta(it) {
  setDesc(it, META, {
    value: {
      i: 'O' + ++id,
      // object ID
      w: {} // weak collections IDs
    }
  });
};

var fastKey = function fastKey(it, create) {
  // return primitive with prefix
  if (!isObject(it)) return typeof it == 'symbol' ? it :
  (typeof it == 'string' ? 'S' : 'P') + it;

  if (!has(it, META)) {
    // can't set metadata to uncaught frozen object
    if (!isExtensible(it)) return 'F'; // not necessary to add metadata

    if (!create) return 'E'; // add missing metadata

    setMeta(it); // return object ID
  }

  return it[META].i;
};

var getWeak = function getWeak(it, create) {
  if (!has(it, META)) {
    // can't set metadata to uncaught frozen object
    if (!isExtensible(it)) return true; // not necessary to add metadata

    if (!create) return false; // add missing metadata

    setMeta(it); // return hash weak collections IDs
  }

  return it[META].w;
};

var onFreeze = function onFreeze(it) {
  if (FREEZE && meta.NEED && isExtensible(it) && !has(it, META))
    setMeta(it);
  return it;
};

var meta = module.exports = {
  KEY: META,
  NEED: false,
  fastKey: fastKey,
  getWeak: getWeak,
  onFreeze: onFreeze
};

var getKeys = require('./_object-keys');

var gOPS = require('./_object-gops');

var pIE = require('./_object-pie');

module.exports = function (it) {
  var result = getKeys(it);

  var getSymbols = gOPS.f;

  if (getSymbols) {
    var symbols = getSymbols(it);
    var isEnum = pIE.f;

    if (isEnum) {
      var key; var i = 0;

      while (symbols.length > i) {
        if (isEnum.call(it, key = symbols[i++])) result.push(key);
      }
    }
  }

  return result;
};

// 7.2.2 IsArray(argument)
var cof = require('./_cof');

module.exports = Array.isArray || function isArray(arg) {
  return cof(arg) == 'Array';
};

// fallback for IE11 buggy Object.getOwnPropertyNames with iframe and window

var getWindowNames = function getWindowNames(it) {
  try {
    return gOPN(it);
  } catch (e) {
    return windowNames.slice();
  }
};

module.exports.f = function getOwnPropertyNames(it) {
  return windowNames && toString.call(it) == '[object Window]' ?
    getWindowNames(it) : gOPN(toObject(it));
};

var $export = require('./_export');

$export($export.S, 'Object', {
  setPrototypeOf: require('./_set-proto').set
});

// Works with __proto__ only. Old v8 can't work with null proto objects.

var $setPrototypeOf = require('es6.object.set-prototype-of').set;

$setPrototypeOf(\{ __proto__: null \})

// eslint-disable no-proto

var $getPrototypeOf = require('es6.object.get-prototype-of').get;

$getPrototypeOf(\{ __proto__: \})

// Works with __proto__ only. Old v8 can't work with null proto objects.

var $setPrototypeOf = require('es6.object.set-prototype-of').set;

$setPrototypeOf(\{ __proto__: null \})

// eslint-disable no-proto

var $getPrototypeOf = require('es6.object.get-prototype-of').get;

$getPrototypeOf(\{ __proto__: \})
buggy = !(test instanceof Array); // catch (e) { var buggy = true; } return function setPrototypeOf(O, proto) { if (buggy) O.__proto__ = proto; else setPrototypeOf(O, proto); return O; }();

    } catch (e) {
      buggy = true;
    }

    return function setPrototypeOf(O, proto) {
      check(O, proto);
      if (buggy) O.__proto__ = proto; else setPrototypeOf(O, proto);
      return O;
    };

  }({}, false) : undefined),
  check: check
};

module.exports = {
  "default": require("core-js/library/fn/object/create"),
  __esModule: true
};

require('../../modules/es6.object.create');

var $Object =

  require('../../modules/_core').Object;

module.exports = function create(P, D) {
  return $Object.create(P, D);
};

var $export = require('./_export'); // 19.1.2.2 / 15.2.3.5 Object.create(O,


$export($export.S, 'Object', {
  create: require('./_object-create')
});

'use

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _propTypes3 = require('../utils/propTypes');

var _propTypes4 = _interopRequireDefault(_propTypes3);

var _EnhancedButton = require('../internal/EnhancedButton');

var _EnhancedButton2 = _interopRequireDefault(_EnhancedButton);

var _FontIcon = require('../FontIcon');

var _FontIcon2 = _interopRequireDefault(_FontIcon);

var _Tooltip = require('../internal/Tooltip');

var _Tooltip2 = _interopRequireDefault(_Tooltip);

var _childUtils = require('../utils/childUtils');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var baseTheme = context.muiTheme.baseTheme;
  return {
    root: {
      boxSizing: 'border-box',
      overflow: 'visible',
      transition: _transitions2.default.easeOut(),
      padding: baseTheme.spacing.iconSize / 2,
      width: baseTheme.spacing.iconSize * 2,
      height: baseTheme.spacing.iconSize * 2,
      fontSize: 0
    },
    tooltip: {
      boxSizing: 'border-box'
    },
    disabled: {
      color: baseTheme.palette.disabledColor,
      fill: baseTheme.palette.disabledColor,
      cursor: 'default',
      opacity: 0.2
    }
  };
}

var IconButton = function (_Component) {
  (0, _inherits3.default)(IconButton, _Component);

  function IconButton() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, IconButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = IconButton.__proto__ || (0, _getPrototypeOf2.default)(IconButton)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      hovered:
      false,
      isKeyboardFocused: false,
      // Not to be confonded with the touch property.
      // This state is to
determined if it's a mobile device.
      touch: false,
      tooltipShown: false,
      _this.handleBlur = function (event) {
        return _this.handleBlur(event);
      },
      _this.handleFocus = function (event) {
        return _this.handleFocus(event);
      },
      _this.handleMouseLeave = function (event) {
        return _this.handleMouseLeave(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleClick = function (event) {
        return _this.handleClick(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMouseMove(event);
      },
      _this.handleMouseUp = function (event) {
        return _this.handleMouseUp(event);
      },
      _this.handleMouseDown = function (event) {
        return _this.handleMouseDown(event);
      },
      _this.handleMouseOut = function (event) {
        return _this.handleMouseOut(event);
      },
      _this.handleMouseMove = function (event) {
        return _this.handleMove...
mergeChildMappings(prev, next) {
  prev = prev || {};
  next = next || {};

  function getValueForKey(key) {
    if (next.hasOwnProperty(key)) {
      return next[key];
    }
    return prev[key];
  }

  function mergeChildMappings(prev, next) {
    if (prev.hasOwnProperty(key)) {
      return getValueForKey(key);
    }
    return next[key];
  }

  var pendingKeys = [];
  var nextKeysPending = {};
  var childMapping = {};

  for (var prevKey in prev) {
    if (next.hasOwnProperty(prevKey)) {
      pendingKeys.push(prevKey);
    }
  }

  for (var nextKey in next) {
    if (next.hasOwnProperty(nextKey)) {
      childMapping[nextKey] = getValueForKey(nextKey);
    }
  }

  for (var pendingKey in pendingKeys) {
    if (next.hasOwnProperty(pendingKey)) {
      childMapping[pendingKey] = getValueForKey(pendingKey);
    }
  }

  return childMapping;
}
```javascript
var getStyles = (props, context, state) => {
  var anchorEl = state.anchorEl;
  var fullWidth = props.fullWidth;
  var styles = {
    root: {
      display: 'inline-block',
      position: 'relative',
      width: fullWidth ? '100%' : 256
    },
    menu: {
      width: '100%'
    },
    list: {
      display: 'block',
      width: fullWidth ? '100%' : 256
    },
    innerDiv: {
      overflow: 'hidden'
    },
    innerDivInner: {
      width: anchorEl.clientWidth
    }
  };

  if (anchorEl && fullWidth) {
    styles.popover = {
      width: anchorEl.clientWidth
    };
  }

  return styles;
}

var AutoComplete = (function(_Component) {
  var _possibleConstructorReturn = (function(_this, _ref)
    return _this || (null === _ref ? void 0 : _ref());
  }
    , _inherits = (function(_proto__proto__, _getPrototypeOf)
      return _getPrototypeOf(_proto__proto__);
  }
    , _classCallCheck = (function(_this, _temp)
      return _temp.call.apply(_temp, arguments);
  }
    , _createClass = (function(_proto__proto__, _getPrototypeOf2)
      return _getPrototypeOf2(_proto__proto__);
  }
    , _possibleConstructorReturn2 = (function(_this, _ref2)
      return _this || (null === _ref2 ? void 0 : _ref2());
  }
    , _inherits2 = (function(_proto__proto__, _getPrototypeOf2)
      return _getPrototypeOf2(_proto__proto__);
  }
    , _simpleAssign = (function()
      return {};
  }
    , _interopRequireDefault = (function(obj)
      return obj && obj.__esModule
        ? obj : {
          default: obj
        }
    );

  var AutoComplete = (function(_Component) {
    (function(_possibleConstructorReturn)
      return _possibleConstructorReturn(_this.
      _this.handleRequestClose = (function()
        return (function(_this, _temp)
          _this.handleRequestClose = function() {
            // Only take into account the Popover clickAway when we are not focusing the TextField
            if (!(_this.state.focusTextField)) {
              _this.close();
            }
          }
        };
      }
      , _this.handleMouseDown = (function()
        return (function(_this, _temp)
          _this.handleMouseDown = function(event) {
            event.preventDefault();
          }
        };
      }
      , _this.handleItemClick = (function()
        return (function(_this, _temp)
          _this.handleItemClick = function(event, child) {
            var dataSource = _this.props.dataSource;
            var index = parseInt(child.key, 10);
            var chosenRequest = dataSource[index];

            var searchText = _this.chosenRequestText(chosenRequest);

            var updateInput = (function()
              return (_this.props.onUpdateInput(searchText, _this.props.dataSource, { source: 'click' }));
            }
          );
        };
      }
      , _this.timerClickCloseId = (function()
        return (function(_this, _temp)
          _this.timerClickCloseId = function() {
            return setTimeout(function() {
              _this.timerClickCloseId = null;
              _this.close();
              _this.props.onNewRequest(chosenRequest, index);
            }, _this.props.menuCloseDelay);
          }
        };
      }
      , _this.handleEscKeyDown = (function()
        return (function(_this, _temp)
          _this.handleEscKeyDown = function(event) {
            _this.close();
          }
        };
      }
      , _this.handleKeyDown = (function()
        return (function(_this, _temp)
          _this.handleKeyDown = function(event) {
            switch (_keycode(event)) {
              case 'enter':
                _this.close();
                var searchText = _this.state.searchText;
                if (searchText !== ''
```
propTypes2.default.array.isRequired, */**n * Config for objects list dataSource:

  * n @typedef
  * {Object} dataSourceConfig
  * n * @property {string} text `dataSource` element key used to find a string to be matched for search
  * n * @property {string} value `dataSource` element key used to find a string to be shown in search results:

  * n dataSourceConfig:

  * n disableFocusRipple:

  * n errorText:

  * n floatingLabelText:

  * n fullWidth:

  * n hintText:

  * n listStyle:

  * n maxSearchResults:

  * n menuCloseDelay:

  * n menuProps:

  * n menuStyle:

  * n onBlur:

  * n onClose:

  * n onFocus:

  * n onKeyDown:

  * n onNewRequest:

  * n onUpdateInput:

  * n textFieldStyle:

  * n origin:

  * n textFieldStyle:

  * n textfieldStyle:

  * n var current = [];

  * n for (var i = 0; i < dataSource.length; i++) {

  * n return current[j] = value;

  * n return current[j] = Math.min(current[j], current[j - 1], prev) + 1;

  * n return (current[j] > prev + 1);
(searchText, key) { var compareString = key.toLowerCase(); var searchText = searchText.toLowerCase(); var searchTextIndex = 0; for (var index = 0; index < key.length; index++) { if (compareString[index] !== searchText[searchTextIndex]) return searchTextIndex; searchTextIndex += 1; } return searchTextIndex === searchText.length; }

AutoComplete.Item = _MenuItem2.default;
AutoComplete.Divider = _Divider2.default;
exports.default = AutoComplete;"
// Do not assign a height to the textarea as he handles it on his own.
styles.input.height = '100%';

if (state.isFocused) {
  styles.floatingLabel.color = focusColor;
}
if (props.floatingLabelText) {
  styles.input.boxSizing = 'border-box';
}
if (props.multiLine) {
  styles.input.marginTop = 14;
}

if (state.errorText) {
  styles.error.bottom = props.multiLine ? styles.error.fontSize + 3 : 3;
}

if (state.isFocused) {
  styles.floatingLabel.color = styles.error.color;
}

return styles;
}

_isControlled() {
  return this.props.hasOwnProperty('value');
}

_reactDom2.default.findDOMNode(this.input);

_getInputNode() {
  return this.props.children || this.props.multiLine ? this.input.getInputNode() :
  return this.input ? this.getInputNode().value : undefined;
}

_getInputNode() {
  this.getInputNode().select();
}

getValue() {
  this.getInputNode().focus();
}

select() {
  if (this.input) {
    this.getInputNode().blur();
  }
}

blur() {
  if (this.input) {
    this.getInputNode().focus();
  }
}

shouldComponentUpdate(nextProps, nextState, nextContext) {
  return !(0, _shallowEqual2.default)(this.props, nextProps) || !(0, _shallowEqual2.default)(this.state, nextState) || !(0, _shallowEqual2.default)(this.context, nextContext);
}

componentWillReceiveProps(nextProps) {
  if (nextProps.disabled && !this.props.disabled) {
    this.setState({
      isFocused: false,
      errorText: undefined,
      hasValue: false
    });
  }

  if (nextProps.errorText) {
    this.setState({
      errorText: nextProps.errorText,
      hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
    });
  }

  if (nextProps.children) {
    nextProps = nextProps.children.props;
  }

  if (nextProps.errorText !== this.props.errorText) {
    this.setState({
      errorText: nextProps.errorText,
      hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
    });
  }

  if (nextProps.children.props) {
    nextProps = nextProps.children.props;
  }

  if (nextProps.disabled) {
    return;
  }

  if (nextProps.onChange) {
    this.props.onChange(event, event.target.value);
  }

  if (nextProps.onBlur) {
    this.props.onBlur(event);
  }

  if (nextProps.onFocus) {
    this.props.onFocus(event);
  }

  this.setState({
    isFocused: true
  });

  if (this.state.errorText) {
    this.setState({
      hasValue: isValid(this.state.value)
    });
  }

  this.setState({
    isFocused: true
  });

  if (this.state.errorText) {
    styles.error.bottom = !props.multiLine ? styles.error.fontSize + 3 : 3;
  }

  if (this.state.isFocused) {
    styles.floatingLabel.color = focusColor;
  }

  if (props.floatingLabelText) {
    _warning2.default(name || hintText || floatingLabelText || id, 'Material-UI: We don’t have enough information to build a robust unique id for the TextField component. Please provide an id or a name.'); void 0;
  }

  var uniqueId = uniqueId.replace(/[^A-Za-z0-9-]/gi, '_');
  this.uniqueId = uniqueId.replace(/\d+/, Math.floor(Math.random() * 0xFFF));
}

process.env.NODE_ENV !== "production" ? (0, _warning2.default)(name || hintText || floatingLabelText || id, 'Material-UI: We don’t have enough information to build a robust unique id for the TextField component. Please provide an id or a name.'); void 0;

var uniqueId = uniqueId.replace(/[^A-Za-z0-9-]/gi, '_');
this.uniqueId = uniqueId.replace(/\d+/, Math.floor(Math.random() * 0xFFF));

var _temp;

if (nextProps.children && nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}

if (nextProps.errorText) {
  this.setState({
    errorText: nextProps.errorText,
    hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
  });
}

if (nextProps.children) {
  nextProps = nextProps.children.props;
}

if (nextProps.errorText !== this.props.errorText) {
  this.setState({
    errorText: nextProps.errorText,
    hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
  });
}

if (nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}

if (nextProps.children && nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}

if (nextProps.children) {
  nextProps = nextProps.children.props;
}

if (nextProps.errorText !== this.props.errorText) {
  this.setState({
    errorText: nextProps.errorText,
    hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
  });
}

if (nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}

if (nextProps.children && nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}

if (nextProps.children) {
  nextProps = nextProps.children.props;
}

if (nextProps.errorText !== this.props.errorText) {
  this.setState({
    errorText: nextProps.errorText,
    hasValue: isValid(nextProps.value) || isValid(nextProps.defaultValue)
  });
}

if (nextProps.children.props) {
  nextProps = nextProps.children.props;
}

if (nextProps.disabled) {
  return;
}

if (nextProps.onChange) {
  this.props.onChange(event, event.target.value);
}

if (nextProps.onBlur) {
  this.props.onBlur(event);
}

if (nextProps.onFocus) {
  this.props.onFocus(event);
}

this.setState({
  isFocused: true
});

if (this.state.errorText) {
  this.setState({
    hasValue: isValid(this.state.value)
  });
}
if (sourceSymbolKeys[i])
if (excluded.indexOf(key) >= 0) continue;
if (!Object.prototype.propertyIsEnumerable.call(source, key)) continue;
target[key] = source[key];
}

return target;
}

module.exports = _objectWithoutProperties;

function _objectWithoutPropertiesLoose(source, excluded) {
  if (source == null) return {};
  var target = {};
  var sourceKeys = Object.keys(source);
  var key, i;
  for (i = 0; i < sourceKeys.length; i++) {
    key = sourceKeys[i];
    if (excluded.indexOf(key) >= 0) continue;
    target[key] = source[key];
  }

  return target;
}

module.exports = _objectWithoutPropertiesLoose;

function _extends() {
  module.exports = _extends = Object.assign || function (target) {
    for (var i = 1; i < arguments.length; i++) {
      var source = arguments[i];
      for (var key in source) {
        if (Object.prototype.hasOwnProperty.call(source, key)) {
          target[key] = source[key];
        }
      }
    }
    return target;
  };

  return _extends.apply(this, arguments);
}

/*
 * Copyright (c) 2014-present, Facebook, Inc.
 *
 * This source code is licensed under the MIT license found in the LICENSE file in the root directory of this source tree.
 */

'use strict';

var warning = function warning() {};

if (__DEV__) {
  var printWarning = function printWarning(format, args) {
    var len = arguments.length;
    args = new Array(len > 1 ? len - 1 : 0);
    for (var key = 1; key < len; key++) {
      args[key - 1] = arguments[key];
    }
    var argIndex = 0;
    var message = 'Warning: ' + format.replace(/%s/g, function () {
      return args[argIndex++];
    });
    if (typeof console !== 'undefined') {
      console.error(message);
    }
    try {
      throw new Error(message);
    } catch (x) {}
  };

  warning = function warning(condition, format, args) {
    var len = arguments.length;
    args = new Array(len > 2 ? len - 2 : 0);
    if (format === undefined) {
      throw new Error('`warning(condition, format, ...args)` requires a warning message argument');
    }
    if (!condition) {
      printWarning.apply(null, [format].concat(args));
    }
  };
}

module.exports = warning;

var TextFieldHint = function TextFieldHint(props) {
  var prepareStyles = props.muiTheme.prepareStyles,
      style = props.style,
      text = props.text,
      prepareStyles = prepareStyles((0, _simpleAssign2.default)(styles.root, style));
  return _react2.default.createElement('div', {
    style: prepareStyles,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
  }, text);
}

TextFieldHint.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The material-ui theme applied to this component.
   */
  muiTheme: _propTypes2.default.object.isRequired,

  /**
   * True if the hint text should be visible.
   */
  show: _propTypes2.default.bool.isRequired,

  /**
   * The hint text displayed.
   */
  text: _propTypes2.default.node.isRequired,
}

TextFieldHint.defaultProps = {
  show: true
};

function TextFieldHint(props) {
  var hintColor = props.muiTheme.textField.hintColor,
      text = props.text,
      style = props.style,
      opacity = true;
  return _react2.default.createElement('div', {
    style: prepareStyles,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
    className: 'MuiTextField-root MuiTextField-marginTop MuiTextField-marginBottom MuiTextField-marginLeft MuiTextField-marginRight MuiTextField-marginCenter MuiTextField-marginAuto MuiTextField-marginSizeDefault MuiTextField-marginSizeSmall MuiTextField-marginSizeMedium MuiTextField-marginSizeLarge MuiTextField-marginSizeXLarge MuiTextField-marginSizeXXLarge',
    variant: 'standard',
    label: text,
    helperText: text,
  }, text);
}

TextFieldHint.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The material-ui theme applied to this component.
   */
  muiTheme: _propTypes2.default.object.isRequired,

  /**
   * True if the hint text should be visible.
   */
  show: _propTypes2.default.bool.isRequired,

  /**
   * The hint text displayed.
   */
  text: _propTypes2.default.node.isRequired,
}

TextFieldHint.defaultProps = {
  show: true
};
import { useState, useEffect } from 'react';
import { useMenu } from '@appContext';
import { getHtmlFor } from '@theme/variables';
import { ClassNameUtils } from '@theme/utils';
import { getTheme } from '@theme/theme';
import { useTranslation } from '@translation';
import { _ } from '@util';
import { setTextEditorInFocus } from '@util/async';
import { useResponsive } from '@util/responsive';
import { useTextAreaHeight } from '@util/textarea-height';
import { useFocus } from '@util/textarea-focus';
import { MenuItem } from '@ui/MenuItem';
import { TextField } from '@ui/TextField';
import { Label } from '@ui/Label';
import { copyShortcut } from '@util/copyShortcut';
import { hotKey } from '@util/hotKey';
import { getOpenSourceList } from '@util/open-source-list';
import { getIcon } from '@util/icon';
import { getOpenSourceListByTag } from '@util/open-source-list-tag';

const OpenSourceUsedInCiscoNexusDashboardInsights = () => {
  const { t } = useTranslation();
  const { openSourceList } = getOpenSourceList();
  const { tag: openSourceListTag } = getOpenSourceListByTag();
  const [themes, setThemes] = useState([]);
  const [theme, setTheme] = useState();
  const [validThemeName, setValidThemeName] = useState('');
  const [userThemeOptions, setUserThemeOptions] = useState([]);
  const [loadUserThemes, setLoadUserThemes] = useState(false);
  const [userThemeLoadError, setUserThemeLoadError] = useState(false);
  const [themePreferred, setThemePreferred] = useState(false);

  useEffect(() => {
    const loadUserThemes = async () => {
      try {
        const userThemes = await getOpenSourceListByTag('userTheme');
        setUserThemeOptions(userThemes.map((theme) => ({...theme})));
        setLoadUserThemes(true);
      } catch (error) {
        setUserThemeLoadError(true);
      }
    }
    loadUserThemes();
  }, []);

  const loadTheme = async () => {
    try {
      const { theme: themeName } = useMenu();
      if (themeName) {
        const themeOptions = await getOpenSourceListByTag('theme');
        const theme = themeOptions.find((option) => option.name === themeName);
        setThemes(themeOptions);
        setTheme(theme);
        setValidThemeName(themeName);
        setThemePreferred(true);
      }
    } catch (error) {
      console.error(error);
    }
  };
  useEffect(() => {
    if (loadUserThemes) {
      loadTheme();
    }
  }, [loadUserThemes]);

  const validateTheme = () => {
    const themeName = validThemeName;
    const themeOptions = themes;
    const theme = themeOptions.find((option) => option.name === themeName);
    if (theme) {
      setThemePreferred(true);
    } else {
      setThemePreferred(false);
    }
  };

  return (
    <div className="content">
      <div className="content-container">
        <div className="content-title">
          <h1>{t('Open Source Used In Cisco Nexus Dashboard Insights')}</h1>
          <p>{t('Version 6.1.1')}</p>
        </div>
        <div className="content-body">
          <p>{t('This page lists all open-source libraries used in Cisco Nexus Dashboard Insights version 6.1.1.')}</p>
          <p>{t('The list is generated based on the library names found in the code.')}</p>
          <p>{t('To select a theme for the page, please click on the corresponding button below.')}</p>
          <p>{t('You can also use the keyboard shortcut to change the theme.')}</p>
          <p>{t('The selected theme will be applied to all pages of Cisco Nexus Dashboard Insights.')}</p>
          <p>{t('Please note that the selected theme may not appear on all browsers due to browser and operating system limitations.')}</p>
          <p>{t('If you encounter any issues, please report them to our support team or submit a feature request.')}</p>
          <p>{t('Thank you for using Cisco Nexus Dashboard Insights!')}</p>
        </div>
      </div>
    </div>
  );
};

export default OpenSourceUsedInCiscoNexusDashboardInsights;
len = arguments.length, args = Array(len), _key = 0; _key < len; _key++) {
  args[_key] = arguments[_key];
}

return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = PopoverAnimationDefault.__proto__ || (0, getPrototypeOf2.default)(PopoverAnimationDefault)).call.apply(_ref, [this].concat(args))), _this), _this.state = { open: false }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);

_react.default.createElement(_Paper.default, { style: (0, _simpleAssign2.default)(styles.root, style), zDepth: zDepth, className: className }, _react.default.createElement('div', { style: prepareStyles(styles.horizontal) }, _react.default.createElement('div', { style: prepareStyles(styles.vertical) }, this.props.children));

PopoverAnimationDefault
  .ReactComponent
  .PopoverAnimationDefault.defaultProps = { style: {}, zDepth: 1 }; PopoverAnimationDefault.contextTypes = { muiTheme: _propTypes2.default.object.isRequired }; PopoverAnimationDefault.propTypes = process.env.NODE_ENV !== "production" ? { children: _propTypes2.default.node.isRequired, open: _propTypes2.default.bool.isRequired, style: _propTypes2.default.object, targetOrigin: _propTypes4.default.origin.isRequired, zDepth: _propTypes4.default.number.isRequired } : {};

NavigationCheck = function NavigationCheck(props) {
  return _react.default.createElement(_SvgIcon.default, props, _react.default.createElement('path', { d: 'M9 16.17L4.83 12l-1.42 1.41L9 19 21 7l-1.41-1.41z' }));

NavigationExpandLess = function NavigationExpandLess(props) {
  return _react.default.createElement(_SvgIcon.default, props, _react.default.createElement('path', { d: 'M12 8l-6 6 1.41 1.41L12 13.17 7.41 8.59 6 10l6 6 6-6z' }));

NavigationExpandMore = function NavigationExpandMore(props) {
  return _react.default.createElement(_SvgIcon.default, props, _react.default.createElement('path', { d: 'M16.59 8.59L12 13.17 8 17.41 5 21.83' }));

PopoverAnimationDefault
  .ReactComponent
  .PopoverAnimationDefault
  .NavigationCheck
  .NavigationExpandLess
  .NavigationExpandMore

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 tanker

`badge.backgroundColor = badge.color;
    badge.textColor = badge.textColor;
  } else if (secondary) {
    badge.backgroundColor = badge.secondaryColor;
    badge.textColor = badge.secondaryTextColor;
  } else {
    badge.backgroundColor = badge.color;
    badge.textColor = badge.textColor;
  }

  var radius = 12;
  var radius2x = Math.floor(2 * radius);
  return {
    root: {
      position: 'relative',
      display: 'inline-block',
      padding: radius2x + 'px ' + radius2x + 'px ' + radius + 'px ' + radius + 'px',
    },
    badge: {
      display: 'flex',
      flexDirection: 'row',
      flexWrap: 'wrap',
      justifyContent: 'center',
      alignItems: 'center',
    },
  };
}

var Badge = function (_Component) {
  (0, _inherits3.default)(Badge, _Component);

  function Badge() {
    (0, _classCallCheck3.default)(this, Badge);
    return (0, _possibleConstructorReturn3.default)(this, (Badge.__proto__ || (0, _getPrototypeOf2.default)(Badge)).apply(this, arguments));
  }

  (0, _createClass3.default)(Badge, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          badgeContent = _props.badgeContent,
          badgeStyle = _props.badgeStyle,
          children = _props.children,
          primary = _props.primary,
          secondary = _props.secondary,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['badgeContent', 'badgeStyle', 'children', 'primary', 'secondary', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var styles = getStyles(this.props, this.context);
      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles((0, _simpleAssign2.default)({}, styles.root, style))
      }), children, _react2.default.createElement('span', {
        style: prepareStyles((0, _simpleAssign2.default)({}, styles.badge, badgeStyle))
      }, badgeContent));
    }
  }]);
  return Badge;
}(_react.Component);

Badge.defaultProps = {
  primary: false,
  secondary: false
};
Badge.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Badge.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This is the content rendered within the badge.
   */
  badgeContent: _propTypes2.default.node.isRequired,

  /**
   * Override the inline-styles of the badge
   */
  badgeStyle: _propTypes2.default.object,

  /**
   * The badge will be added relativelty to this
   */
  children: _propTypes2.default.node,

  /**
   * The css class name of the root element
   */
  className: _propTypes2.default.string,

  /**
   * If true, the badge will use the primary badge colors.
   */
  primary: _propTypes2.default.bool,

  /**
   * If true, the badge will use the secondary badge colors.
   */
  secondary: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = Badge;"
BottomNavigation.propTypes = 
process.env.NODE_ENV !== "production" ? {
  /**
   * The `BottomNavigationItem`s to populate the element
   * with.
   */
  children: _propTypes2.default.node,
  /**
   * The index of the currently selected navigation
   * item.
   */
  selectedIndex: _propTypes2.default.number,
  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
BottomNavigation.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
exports.default = BottomNavigation;
true) {
    doClone = true;
    newProps.onClick = _this2.handleExpanding;
    newProps.style = (0,
      _simpleAssign2.default)(
        { cursor: 'pointer' },
        currentChild.props.style);
  }

  if (currentChild.props.showExpandableButton === true) {
    doClone = true;
    newChild = _react2.default.createElement(_CardExpandable2.default, {
      closeIcon: currentChild.props.closeIcon,
      expanded: expanded,
      onExpanding: _this2.handleExpanding,
      openIcon: currentChild.props.openIcon,
      iconStyle: currentChild.props.iconStyle
    });
  }

  if (doClone) {
    element = _react2.default.cloneElement(currentChild, newProps, currentChild.props.children,
      newChild);
  }

  lastElement = element;
  return element;
}, this); // If the last element is text or a title we should add
// 8px padding to the bottom of the card
var addBottomPadding = lastElement
&& (lastElement.type.muiName === 'CardText' || lastElement.type.muiName === 'CardTitle');
var mergedStyles = (0, _simpleAssign2.default)((
  { zIndex: 1 },
  style),
  var containerMergedStyles = (0,
  _simpleAssign2.default)((
    { paddingBottom: addBottomPadding ? 8 : 0 },
    containerStyle),
    return
    _react2.default.createElement(_Paper2.default, (0, _extends3.default)({}, other, {
      style: mergedStyles
    }),
    _react2.default.createElement('div', {
      style: containerMergedStyles
    }, newChildren));
  }));
}

return Card;
}

Card.defaultProps = {
  expandable: false,
  expanded: null,
  initiallyExpanded: false
};
Card.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * Can be used to render elements inside the Card.
   */
  children: _propTypes2.default.node,

  /**
   * Override the inline-styles of the container element.
   */
  containerStyle: _propTypes2.default.object,

  /**
   * If true, this card component is expandable. Can be set on any child of the `Card` component.
   */
  expandable: _propTypes2.default.bool,

  /**
   * Whether this card is expanded.
   * If `true` or `false` the component is controlled.
   * if `null` the component is uncontrolled.
   */
  expanded: _propTypes2.default.bool,

  /**
   * Whether this card is initially expanded.
   */
  initiallyExpanded: _propTypes2.default.bool,

  /**
   * Callback function fired when the `expandable` state of the card has changed.
   *
   * @param {boolean}
   * newExpandedState Represents the new `expanded` state of the card.
   */
  onExpandChange: _propTypes2.default.func,

  /**
   * If true, this card component will include a button to expand the card.
   */
  showExpandableButton: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = Card;

'use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var HardwareKeyboardArrowUp = function HardwareKeyboardArrowUp(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z'
  }));
};

HardwareKeyboardArrowUp = (0,
  _pure2.default)(HardwareKeyboardArrowUp);
HardwareKeyboardArrowUp.displayName = 'HardwareKeyboardArrowUp';
HardwareKeyboardArrowUp.muiName = 'SvgIcon';
exports.default = HardwareKeyboardArrowUp;

'use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var HardwareKeyboardArrowDown = function HardwareKeyboardArrowDown(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', {
    d: 'M7.41 15.41L12 10.8349.549 4.5818 14l6-6-6 6z
  }));
};

HardwareKeyboardArrowDown = (0,
  _pure2.default)(HardwareKeyboardArrowDown);
HardwareKeyboardArrowDown.displayName = 'HardwareKeyboardArrowDown';
HardwareKeyboardArrowDown.muiName = 'SvgIcon';
exports.default = HardwareKeyboardArrowDown;
HardwareKeyboardArrowDown;", "use strict";

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _EnhancedSwitch = require('../internal/EnhancedSwitch');

var _EnhancedSwitch2 = _interopRequireDefault(_EnhancedSwitch);

var _transitions = require('../styles/transitions');

var _transitions2 = _interopRequireDefault(_transitions);

var _checkBoxOutlineBlank = require('../svg-icons/toggle/check-box-outline-blank');

var _checkBoxOutlineBlank2 = _interopRequireDefault(_checkBoxOutlineBlank);

var _checkBox = require('../svg-icons/toggle/check-box');

var _checkBox2 = _interopRequireDefault(_checkBox);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function getStyles(props, context) {
  var checkbox = context.muiTheme.checkbox;
  var checkboxSize = 24;
  return {
    icon: {
      height: checkboxSize,
      width: checkboxSize
    },
    check: {
      position: 'absolute',
      opacity: 0,
      transform: 'scale(0)',
      transitionOrigin: '50% 50%',
      transition: _transitions2.default.easeOut('450ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('0ms', 'transform', '450ms'),
      fill: checkbox.checkedColor
    },
    checkWhenSwitched: {
      opacity: 1,
      transform: 'scale(1)',
      transition: _transitions2.default.easeOut('0ms', 'opacity', '0ms') + ', ' + _transitions2.default.easeOut('800ms', 'transform'),
    },
    checkWhenDisabled: {
      fill: props.checked ? 'transparent' : checkbox.disabledColor
    },
    box: {
      position: 'absolute',
      opacity: 1,
      fill: checkbox.boxColor,
      transition: _transitions2.default.easeOut('1000ms', 'opacity', '200ms')
    },
    boxWhenSwitched: {
      opacity: 0,
      transition: _transitions2.default.easeOut('650ms', 'opacity', '150ms')
    },
    boxWhenDisabled: {
      fill: checkbox.checkedColor
    },
    label: {
      color: props.disabled ? checkbox.labelDisabledColor : checkbox.labelColor
    }
  };
}

var Checkbox = function (_Component) {
  (0, _inherits3.default)(Checkbox, _Component);

  function Checkbox() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, Checkbox);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = Checkbox.__proto__ || (0, _getPrototypeOf2.default)(Checkbox)).call.apply(_ref, [this].concat(args))), _this), _this.state = {
      switched: false
    }, _this.handleStateChange = function (newSwitched) {
      _this.setState({
        switched: newSwitched
      });
    }, _this.handleCheck = function (event, isInputChecked) {
      if (_this.props.onCheck) {
        _this.props.onCheck(event, isInputChecked);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this, _this);
  }

  (0, _createClass3.default)(Checkbox, [{
    key: 'componentWillMount',
    value: function (this, context) {
      var _props = this.props,
          checked = _props.checked,
          defaultChecked = _props.defaultChecked,
          valueLink = _props.valueLink;

      if (checked || defaultChecked || valueLink && valueLink.value) {
        this.setState({
          switched: true
        });
      }
    }
  }, {
    key: 'componentWillReceiveProps',
    value: function (this, nextProps) {
      if (this.props.checked !== nextProps.checked) {
        this.handleStateChange(nextProps.checked);
      }
    }
  }]);

  return Checkbox;
}();

exports.default = Checkbox;
this.setState({
      checked: nextProps.checked
    });
  }
}

Checkbox.defaultProps = {
  labelPosition: 'right',
  disabled: false
};

// Here we define the styles that will be used.

// Next we add common styles.

// And lastly, we add some vendor-specific ones.

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _pure = require('recompose/pure');

var _pure2 = _interopRequireDefault(_pure);

var _SvgIcon = require('../../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ?...

```
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```javascript

_this.handleFocus = function (event) {
  event.target.blur();
  if (_this.props.onFocus) {
    _this.props.onFocus(event);
  }
}

_this.handleClick = function (event) {
  if (_this.props.onClick) {
    _this.props.onClick(event);
  }

  if (!_this.props.disabled) {
    setTimeout(function () {
      _this.openDialog();
    }, 0);
  }
}

_this formatDate = function (date) {
  if (_this.props.locale) {
    var DateTimeFormat = _this.props.DateTimeFormat || _dateUtils.dateTimeFormat;
    return new
    DateTimeFormat(_this.props.locale, {
      day: 'numeric',
      month: 'numeric',
      year: 'numeric'
    }).format(date);
  } else {
    return (0, _dateUtils.formatIso)(date);
  }
}

_this.componentWillMount = function () {
  this.setState({
    date: this.isControlled() ? this.getControlledDate() : this.props.defaultDate
  });
}

_this.componentWillReceiveProps = function (nextProps) {
  if (this.isControlled()) {
    var newDate = this.getControlledDate(nextProps);

    if (!(_this.state.date && (
      _this.state.date.valueOf() !== newDate.valueOf())) {
      this.setState({
        date: newDate
      });
    }
  }
}

_this.getDate = function () {
  return this.state.date;
}

_this.openDialog = function () {
  /**
   * if the date is not selected then set it to new date
   * (get the current system date while doing so)
   * else set it to the currently selected date
   */
  if (this.state.date !== undefined) {
    this.setState({
      dialogDate: this.getDate()
    }, this.refs.dialogWindow.show);
  } else {
    this.setState({
      dialogDate: new Date()
    }, this.refs.dialogWindow.show);
  }

  /**
   * Alias for `openDialog()` for an api consistent with TextField.
   */

  this.focus();
}

_this.isControlled = function () {
  return this.props.hasOwnProperty('value');
}

_this.getControlledDate = function () {
  var props = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : this.props;

  if (props.value instanceof Date) {
    return props.value;
  }
}

_this.render = function () {
  var _props = this.props,
      DateTimeFormat = _props.DateTimeFormat,
      autoOk = _props.autoOk,
      cancelLabel = _props.cancelLabel,
      className = _props.className,
      container = _props.container,
      defaultDate = _props.defaultDate,
      dialogContainerStyle = _props.dialogContainerStyle,
      disableYearSelection = _props.disableYearSelection,
      firstDayOfWeek = _props.firstDayOfWeek,
      formatDateProp = _props.formatDate,
      locale = _props.locale,
      maxDate = _props.maxDate,
      minDate = _props.minDate,
      mode = _props.mode,
      okLabel = _props.okLabel,
      onDismiss = _props.onDismiss,
      onFocus = _props.onFocus,
      onShow = _props.onShow,
      onClick = _props.onClick,
      openToYearSelection = _props.openToYearSelection,
      shouldDisableDate = _props.shouldDisableDate,
      hideCalendarDate = _props.hideCalendarDate,
      style = _props.style,
      textFieldStyle = _props.textFieldStyle,
      other = null,
      style = this.muiTheme.prepareStyles;

  var prepareStyles = function () {
    var varFormatDate = formatDateProp || this.formatDate;
    return _react2.default.createElement('div', {
      className: className,
      style: prepareStyles(0,
        _objectWithoutProperties3.default(_props, ['DateTimeFormat', 'autoOk', 'cancelLabel', 'className', 'container', 'defaultDate', 'dialogContainerStyle', 'disableYearSelection', 'firstDayOfWeek', 'formatDate', 'locale', 'maxDate', 'minDate', 'mode', 'okLabel', 'onDismiss', 'onFocus', 'onShow', 'onClick', 'openToYearSelection', 'shouldDisableDate', 'hideCalendarDate', 'style', 'textFieldStyle', 'utils'])),
    });

  return _react2.default.createElement('div', {
    style: prepareStyles(0, _extends3.default({}, style)),
    ref: 'input',
    style: textFieldStyle,
    value: this.state.date ? varFormatDate(this.state.date) : ''
  });
}
```

import * as _react from 'react';
import _propTypes from 'prop-types';
import _extends from 'babel-runtime/helpers/extends';
import _classCallCheck from 'babel-runtime/helpers/classCallCheck';
import _getPrototypeOf from 'babel-runtime/core-js/object/get-prototype-of';

_classCallCheck(_classCallCheck2, _classCallCheck3);

function _inherits(subClass, superClass) {
  _getPrototypeOf(_getPrototypeOf2, superClass);

  function _subClass() {
    var instance = this;
    _classCallCheck(this, _subClass);
    return _super.apply.call(this, arguments);
  }

  _subClass.prototype = _createSuper superClass.prototype;

  return _subClass;
}

function _createSuper(target) {
  var NewTargetPrototype = _getPrototypeOf(target);

  function _super() {
    var instance = this;
    if (instance === null) {
      instance = _getPrototypeOf(target);
    }
    _classCallCheck(instance, _super);

    return _possibleConstructorReturn(instance, _super);
  }

  return _super;
}

function _possibleConstructorReturn(self, call) {
  if (call && _inherits) {
    var result = _possibleConstructorReturn._possibleConstructorReturn(self, target);
    _possibleConstructorReturn._possibleConstructorReturnPrototype = _getPrototypeOf(target);
    return result; // eslint-disable-next-line no-extend-native
  }

  return self;
}

DatePickerDialog = function (_reactComponent) {
  function DatePickerDialog(props)
    return _react2.default.createElement
      .apply(this, arguments); // eslint-disable-next-line no-extend-native

  DatePickerDialog.defaultProps = {
    DateTimeFormat: _dateUtils.dateTimeFormat,
    cancelLabel: 'Cancel',
    container: 'dialog',
    locale: 'en-US',
    okLabel: 'OK',
    openToYearSelection: false
  }; // eslint-disable-next-line no-extend-native

  DatePickerDialog.contextTypes = {
    muiTheme: _propTypes.object.isRequired
  }; // eslint-disable-next-line no-extend-native

  DatePickerDialog.propTypes = process.env.NODE_ENV !== 'production' ? {
    DateTimeFormat: _propTypes.func,
    animation: _propTypes.func,
    autoOk: _propTypes.bool,
    cancelLabel: _propTypes.node,
    container: _propTypes.oneOf(['dialog', 'inline']),
    containerStyle: _propTypes.object,
    disableYearSelection: _propTypes.bool,
    firstDayOfWeek: _propTypes.number,
    hideCalendarDate: _propTypes.func,
    initialDate: _propTypes.object,
    locale: _propTypes.string,
    maxDate: _propTypes.object,
    minDate: _propTypes.object,
    mode: _propTypes.oneOf(['portrait', 'landscape']),
    okLabel: _propTypes.node,
    onAccept: _propTypes.func,
    onDismiss: _propTypes.func,
    onShow: _propTypes.func,
    open: _propTypes.bool,
    openToYearSelection: _propTypes.bool,
    shouldDisableDate: _propTypes.func,
    style: _propTypes.object,
    utils: _propTypes.object
  } : {}

  return DatePickerDialog;
}(_react.Component);

Object.defineProperty(DatePickerDialog, '__esModule', {
  value: true
});
function CalendarMonth() {
  var ref;

  var temp, this, ret;

  (0, _classCallCheck3.default)(this, CalendarMonth);

  for (var len = arguments.length, args = Array(len), _key = 0; _key < len; _key++) {
    args[_key] = arguments[_key];
  }

  return ret = (temp = (this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0, _getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args)))).this), this.handleClickDay = function (event, date) {
    if (this.props.onClickDay) {
      this.props.onClickDay(event, date);
    }
  }, (0, _classCallCheck3.default)(this, CalendarMonth);

  for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
    args[_key] = arguments[_key];
  }

  return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = CalendarMonth.__proto__ || (0, _getPrototypeOf2.default)(CalendarMonth)).call.apply(_ref, [this].concat(args))), _this), _this.handleClickDay = function (event, date) {
    if (this.props.onClickDay) {
      this.props.onClickDay(event, date);
    }
  }, _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);

  (0, _createClass3.default)(CalendarMonth, [{
    key: 'isSelectedDateDisabled',
    value: function isSelectedDateDisabled() {
      return this.selectedDateDisabled;
    }
  }, {
    key: 'shouldDisableDate',
    value: function shouldDisableDate(day) {
      if (day === null) return false;
      var disabled = !(0, _dateUtils.isBetweenDates)(day, this.props.minDate, this.props.maxDate);
      if (!disabled && & this.props.shouldDisableDate) disabled = this.props.shouldDisableDate(day);
      return disabled;
    }
  }, {
    key: 'getWeekElements',
    value: function getWeekElements() {
      var this2 = this;

      var weekArray = this.props.utils.getWeekArray(this.props.displayDate, this.props.firstDayOfWeek);
      return weekArray.map(function (week, i) {
        return _react2.default.createElement('div', {
          key: i,
          style: styles.week
        }, _this3.getDayElements(week, i));
      }, this);
    }
  }, {
    key: 'getDayElements',
    value: function getDayElements(week, i) {
      var props = this.props,

      var DateTimeFormat = props.DateTimeFormat,
          locale = props.locale,
          selectedDate = props.selectedDate;
      return week.map(function (day, j) {
        var isSameDate = (0, _dateUtils.isEqualDate)(selectedDate, day);

        var disabled = this.shouldDisableDate(day);

        var selected = !disabled && isSameDate;

        if (isSameDate) {
          this.selectedDateDisabled = disabled;
        }

        return _react2.default.createElement(_DayButton2.default, {
          DateTimeFormat: DateTimeFormat,
          locale: locale,
          date: day,
          disabled: disabled,
          key: 'db' + (i + j),
          onClick: this.handleClickDay,
          selected: selected
        });
      }, this);
    }
  }, {
    key: 'render',
    value: function render() {
      return _react2.default.createElement('div', {
        style: styles.root
      }, this.getWeekElements());
    }
  }]);
  return CalendarMonth;
}(_react.Component);

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

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```
_React2.default.createElement('span', {
    style: prepareStyles(styles.label)
  }, children));
  }
  ]);}

return YearButton;
}

YearButton.defaultProps = {
  selected: false
};

YearButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

YearButton.prototype.onYearChange = function(year) {
  this.setState({
    year: year
  });
}

YearButton.prototype.onMonthChange = function(month) {
  this.setState({
    month: month
  });
}

YearButton.prototype.onClick = function() {
  this.setState({
    selected: !this.state.selected
  });
}

return YearButton;
}

CalendarToolbar = function(CalendarToolbar) {
  (0, _inherits3.default)(CalendarToolbar, CalendarToolbar);

  function CalendarToolbar() {
    var _ref2;

    var _temp, _this2, _ret2;

    (0, _classCallCheck3.default)(this, CalendarToolbar);

    for (var _len2 = arguments.length, args2 = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {
      args2[_key2] = arguments[_key2];
    }

    return _ret2 = (_temp = (_this2 = (0, _possibleConstructorReturn3.default)(this, (_ref2 = CalendarToolbar.__proto__ || (0, _getPrototypeOf2.default)(CalendarToolbar)).call.apply(_ref2, [this].concat(args2))), _this2), _this2.state = {
      transitionDirection: 'up'
    }, _this2.handleClickPrevMonth = function() {
      if (_this2.props.onMonthChange) {
        _this2.props.onMonthChange(-1);
      }
    }, _this2.handleClickNextMonth = function() {
      if (_this2.props.onMonthChange) {
        _this2.props.onMonthChange(1);
      }
    }, _temp), (0, _possibleConstructorReturn3.default)(_this2, _ret2);
  }

  (0, _createClass3.default)(CalendarToolbar, [{
    key: 'componentWillReceiveProps',
    value: function componentWillReceiveProps(nextProps) {
      if (nextProps.displayDate !== this.props.displayDate) {
        this.setState({
          transitionDirection: this.context.muiTheme.isRtl ? 'right' : 'left'
        });
      }
    }
  }, {
    key: 'render',
    value: function render() {
      var _props2 = this.props,
          DateTimeFormat = _props2.DateTimeFormat,
          locale = _props2.locale,
          displayDate = _props2.displayDate;
      var dateTimeFormatted = new DateTimeFormat(locale, {
        month: 'long',
        year: 'numeric'
      }).format(displayDate);
      var buttonIcon = this.context.muiTheme.isRtl ? _React2.default.createElement(_chevronLeft2.default, null) : _React2.default.createElement(_chevronRight2.default, null);
      return (0, _React2.default.createElement(_IconButton2.default, { onClick: this.handleClickPrevMonth, className: 'MuiIconButton-root MuiIconButton-sizeMedium MuiIconButton-colorPrimary', icon: buttonIcon, variant: 'filled outlined' }));
    }
  }]);
}```
var SlideInChild = function (_Component) {
  (0, _inherits3.default)(SlideInChild, _Component);

  function SlideInChild() {
    (0, _classCallCheck3.default)(this, SlideInChild);
    return (0, _possibleConstructorReturn3.default)(this, (SlideInChild.__proto__ || (0, _getPrototypeOf2.default)(SlideInChild)).apply(this, arguments));
  }

  (0, _createClass3.default)(SlideInChild,
  [{
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      clearTimeout(this.enterTimer);
      clearTimeout(this.leaveTimer);
    }
  }, {
    key: 'componentWillEnter',
    value: function componentWillEnter(callback) {
      var style = _reactDom2.default.findDOMNode(this).style;

      var x = this.props.direction === 'left' ? '100%' : this.props.direction === 'right' ? '-100%' : '0';
      var y = this.props.direction === 'up' ? '100%' : this.props.direction === 'down' ? '-100%' : '0';

      style.opacity = '0';

      _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');

      this.enterTimer = setTimeout(callback, this.props.enterDelay);
    }
  }, {
    key: 'componentDidEnter',
    value: function componentDidEnter() {
      var style = _reactDom2.default.findDOMNode(this).style;

      style.opacity = '1';

      _autoPrefix2.default.set(style, 'transform', 'translate(0,0)');
    }
  }, {
    key: 'componentWillLeave',
    value: function componentWillLeave(callback) {
      var style = _reactDom2.default.findDOMNode(this).style;

      var direction = this.props.getLeaveDirection();
      var x = direction === 'left' ? '-100%' : direction === 'right' ? '100%' : '0';
      var y = direction === 'up' ? '-100%' : direction === 'down' ? '100%' : '0';

      style.opacity = '0';

      _autoPrefix2.default.set(style, 'transform', 'translate(' + x + ', ' + y + ')');

      this.leaveTimer = setTimeout(callback, 450);
    }
  }, {
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          enterDelay = _props.enterDelay,
          getLeaveDirection = _props.getLeaveDirection,
          style = _props.style,
          other = (0, _objectWithoutProperties3.default)(_props, ['children', 'enterDelay', 'getLeaveDirection', 'style']);
      var prepareStyles = this.context.muiTheme.prepareStyles;
      var mergedRootStyles = (0, _simpleAssign2.default)({}, {
        position: 'absolute',
        height: '100%',
        width: '100%',
        top: 0,
        left: 0,
        transition: _transitions2.default.easeOut(null, ['transform', 'opacity'])
      }, style);
      return _react2.default.createElement('div', (0, _extends3.default)({}, other, {
        style: prepareStyles(mergedRootStyles)
      }), children);
    }
  }]);
  return SlideInChild;
}(_react.Component);

SlideInChild.defaultProps = {
  enterDelay: 0
};
SlideInChild.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

var SlideInChild.propTypes = process.env.NODE_ENV !== "production" ? {
  children: _propTypes2.default.node,
  direction: _propTypes2.default.string,
  // This callback is needed because the direction could change when leaving the DOM
  getLeaveDirection: _propTypes2.default.func.isRequired,
  style: _propTypes2.default.object
} : {};
The image contains a portion of code written in JavaScript. It appears to be a part of a React component, specifically a `DateDisplay` component. The code includes the definition of the component, its default and context types, propTypes, and some functional methods. The context types include the `muiTheme` object, which is an interface required for the component. The propTypes include DateTimeFormat, disableYearSelection, locale, mode, monthDaySelected, onClickMonthDay, onClickYear, selectedDate, selectedDateProps, and other related props.

The code snippet includes methods such as `componentWillUnmount`, `componentWillAppear`, and `componentWillEnter`, which are lifecycle hooks in React. The `componentWillAppear` method sets the initial state of the component, while the `componentWillEnter` method sets up the transition logic.

The component seems to be involved in handling dates and transitions, possibly for a dashboard or an application that displays calendar-like information. The code uses React's Transition Group for ensuring smooth transitions between different states of the component.

However, without the full context or the entire component definition, it's challenging to provide a comprehensive understanding of its functionality. The code snippet also includes import statements for various React libraries and modules, which are part of the React ecosystem.
var _props = this.props,
    style = _props.style,
    children = _props.children,
    other = (0,
    _objectWithoutProperties3.default)(_props, ['style', 'children']);
var prepareStyles = this.context.muiTheme.prepareStyles;
return _react2.default.createElement('div', {
    style: style,
    children: children
  });
}

function getStyles(props, context) {
  var autoScrollBodyContent = props.autoScrollBodyContent,
      open = props.open,
      autoDetectWindowHeight = props.autoDetectWindowHeight,
      bodyStyle = props.bodyStyle,
      opening = props.opening,
      title = props.title,
      children = props.children,
      other = (0,
      _objectWithoutProperties3.default)(props, ['autoScrollBodyContent', 'autoDetectWindowHeight', 'bodyStyle', 'opening', 'title', 'children']);

  var _context$muiTheme = context.muiTheme,
      _context$muiTheme$base = _context$muiTheme.baseTheme,
      spacing = _context$muiTheme$base.spacing,
      palette = _context$muiTheme$base.palette,
      dialog = _context$muiTheme.dialog,
      zIndex = _context$muiTheme.zIndex;

  var gutter = spacing.desktopGutter;
  var borderScroll = '1px solid ' + palette.borderColor;
  return {
    root: {
      position: 'fixed',
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      zIndex: zIndex.desktop ? 0 : -10000,
      width: '100%',
      height: '100%',
      transition: open
        ? _transitions2.default.easeOut('0ms', 'left', '0ms')
        : _transitions2.default.easeOut('0ms', 'left', '450ms')
    },
    content: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      transition: open
        ? _transitions2.default.easeOut() : _transitions2.default.easeOut(),
      position: 'relative',
      width: '75%',
      maxWidth: spacing.desktopKeylineIncrement * 12,
      margin: '0 auto',
      zIndex: zIndex.dialog,
      actionsContainer: {
        boxSizing: 'border-box',
        WebkitTapHighlightColor: 'rgba(0,0,0,0)',
        // Remove mobile color flashing (deprecated)
        padding: 8,
        width: '100%',
        textAlign: 'right',
        marginTop: autoScrollBodyContent ? -1 : 0
      },
      overlay: {
        zIndex: zIndex.dialogOverlay
      },
      title: {
        margin: 0,
        padding: gutter + 'px' + gutter + 'px' + '20px' + 'px' + gutter + 'px',
        color: palette.textColor,
        fontSize: dialog.bodyFontSize,
        color: dialog.bodyColor,
        padding: (props.title ? 0 : gutter) + 'px' + gutter + 'px' + gutter + 'px',
        boxSizing: 'border-box',
        overflowY: 'autoScrollBodyContent ? 'auto' : 'hidden',
        borderBottom: autoScrollBodyContent ? 'none' : 'auto',
        DialogInline = function (_Component2) {
          var _ref2;

          (0, _classCallCheck3.default)(_this2, DialogInline);

          return (function () {
            return _this2.handleClose();
          }(
            _this2.handleButtonClick()
          )
        }(
          _this2.handleKeyUp()
        )
      },
      _this2.handleButtonClick() = function (event) {
        if (event === 'esc') {
          return _this2.handleResponseStatus();
        }
        _this2.handleClose();
        (0, _possibleConstructorReturn3.default)(this, this.__proto__ || _this2);_this2.handleResize();
        return _this2.handleResponseStatus();
      }(_this2.handleKeyUp());
    },
    actions: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      transition: open
        ? _transitions2.default.easeOut() : _transitions2.default.easeOut(),
      position: 'relative',
      width: '100%',
      textAlign: 'right',
      marginTop: autoScrollBodyContent ? -1 : 0
    },
    overlay: {
      zIndex: zIndex.dialogOverlay
    },
    title: {
      margin: 0,
      padding: gutter + 'px' + gutter + 'px' + '20px' + 'px' + gutter + 'px',
      color: palette.textColor,
      fontSize: dialog.bodyFontSize,
      color: dialog.bodyColor,
      padding: (props.title ? 0 : gutter) + 'px' + gutter + 'px' + gutter + 'px',
      boxSizing: 'border-box',
      overflowY: 'autoScrollBodyContent ? 'auto' : 'hidden',
      borderBottom: autoScrollBodyContent ? 'none' : 'auto',
      DialogInline = function (_Component2) {
        var _ref2;

        (0, _classCallCheck3.default)(_this2, DialogInline);

        return (function () {
          return _this2.handleClose();
        }(
          _this2.handleButtonClick()
        )
      }(
        _this2.handleKeyUp() = function (event) {
          if (event === 'esc') {
            return _this2.handleResponseStatus();
          }
          _this2.handleClose();
          (0, _possibleConstructorReturn3.default)(this, this.__proto__ || _this2);_this2.handleResize();
          return _this2.handleResponseStatus();
        }(_this2.handleKeyUp());
    },
    actions: {
      boxSizing: 'border-box',
      WebkitTapHighlightColor: 'rgba(0,0,0,0)',
      // Remove mobile color flashing (deprecated)
      transition: open
        ? _transitions2.default.easeOut() : _transitions2.default.easeOut(),
      position: 'relative',
      width: '100%',
      textAlign: 'right',
      marginTop: autoScrollBodyContent ? -1 : 0
    },
    overlay: {
      zIndex: zIndex.dialogOverlay
    },
    title: {
      margin: 0,
      padding: gutter + 'px' + gutter + 'px' + '20px' + 'px' + gutter + 'px',
      color: palette.textColor,
      fontSize: dialog.bodyFontSize,
      color: dialog.bodyColor,
`className` to add to the `Overlay` component that is rendered behind the `Dialog`. * `overlayClassName: _propTypes2.default.string, ** * Overrids the inline-styles of the `Overlay` component that is rendered behind the `Dialog`. * `overlayStyle: _propTypes2.default.object, ** * The CSS class name of the `Paper` element. * `paperClassName: _propTypes2.default.string, ** * Properties applied to the `Paper` element. * `paperProps: _propTypes2.default.object, ** * Determines whether the `Dialog` should be repositioned when it's contents are updated. * `repositionOnUpdate: _propTypes2.default.bool, ** * The title to display on the `Dialog`. Could be number, string, element or an array containing these types. * `title: _propTypes2.default.node, ** * The `className` to add to the title's root container element. * `titleClassName: _propTypes2.default.string, ** * Overrides the inline-styles of the title's root container element. * `titleStyle: _propTypes2.default.object, ** * The `className` to add to the `Paper` element.

```javascript

/**
 * The title to display on the `Dialog`. Could be number, string, element or an array containing these types.
 * `title: _propTypes2.default.node, **
 */

/**
 * The class name of the `Overlay` component that is rendered behind the `Dialog`. * `overlayClassName: _propTypes2.default.string, **
 */

/**
 * The title to display on the `Dialog`. Could be number, string, element or an array containing these types. * `title: _propTypes2.default.node, **
 */

/**
 * Overrids the inline-styles of the `Overlay` component that is rendered behind the `Dialog`. * `overlayStyle: _propTypes2.default.object, **
 */

/**
 * The `className` to add to the `Paper` element. * `paperClassName: _propTypes2.default.string, **
 */

/**
 * Properties applied to the `Paper` element. * `paperProps: _propTypes2.default.object, **
 */

/**
 * Determines whether the `Dialog` should be repositioned when it's contents are updated. * `repositionOnUpdate: _propTypes2.default.bool, **
 */

/**
 * The title to display on the `Dialog`. Could be number, string, element or an array containing these types. * `title: _propTypes2.default.node, **
 */

/**
 * The `className` to add to the title's root container element. * `titleClassName: _propTypes2.default.string, **
 */

/**
 * Overrides the inline-styles of the title's root container element. * `titleStyle: _propTypes2.default.object, **
 */
```

---

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document.body.removeEventListener('touchstart', this.onBodyTouchStart);

if (openNavEventHandler !== null) {
  openNavEventHandler = null;
}

document.body.removeEventListener('touchmove', this.onBodyTouchMove);

document.body.removeEventListener('touchend', this.onBodyTouchEnd);

if (openNavEventHandler === this.onBodyTouchStart) {
  openNavEventHandler = null;
}

}

},{
  key: 'removeBodyTouchListeners',
  value: function removeBodyTouchListeners() {
    document.body.removeEventListener('touchmove', this.onBodyTouchMove);
    document.body.removeEventListener('touchend', this.onBodyTouchEnd);
    document.body.removeEventListener('touchcancel', this.onBodyTouchEnd);
  }
},{
  key: 'setPosition',
  value: function setPosition(translateX) {
    var rtlTranslateMultiplier = this.context.muiTheme.isRtl ? -1 : 1;
    var drawer = _reactDom2.default.findDOMNode(this.refs.clickAwayableElement);
    var transformCSS = 'translate(' + this.getTranslateMultiplier() * rtlTranslateMultiplier + 'px, 0);';
    this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());
    _autoPrefix2.default.set(drawer.style, 'transform', transformCSS);
    _reactDom2.default.findDOMNode(this.refs.overlay).style.transform = transformCSS;

    this.refs.overlay.setOpacity(1 - translateX / this.getMaxTranslateX());
    _autoPrefix2.default.set(drawer.style, 'transform', transformCSS);
    _reactDom2.default.findDOMNode(this.refs.overlay).style.transform = transformCSS;

    }
  }, {
    key: 'getTranslateX',
    value: function getTranslateX(currentX) {
      return Math.min(Math.max(this.state.swiping === 'closing' ? this.getTranslateMultiplier() * (currentX - this.swipeStartX) : this.getMaxTranslateX() - this.getTranslateMultiplier() * (this.swipeStartX - currentX), 0), this.getMaxTranslateX());
    }
  }, {
    key: 'render',
    value: function render() {
      var _props = this.props,
          children = _props.children,
          className = _props.className,
          containerClassName = _props.containerClassName,
          containerStyle = _props.containerStyle,
          docked = _props.docked,
          openSecondary = _props.openSecondary,
          overlayClassName = _props.overlayClassName,
          overlayStyle = _props.overlayStyle,
          style = _props.style,
          zDepth = _props.zDepth;
      var styles = this.getStyles();
      var overlay = null;

      if (!docked) {
        overlay = _react.createElement(_Overlay2.default, {
          ref: 'overlay',
          show: this.shouldShow(),
          className: overlayClassName,
          style: (0, _simpleAssign2.default)(styles.overlay, overlayStyle),
          transitionEnabled: !this.state.swiping,
          onClick: this.handleClickOverlay
        });
      }

      return _react.createElement('div', {
        className: className,
        style: style
      }, overlay, _react.createElement(_Paper2.default, {
        ref: 'clickAwayableElement',
        zDepth: zDepth,
        rounded: false,
        transitionEnabled: this.state.swiping,
        className: containerClassName,
        style: (0, _simpleAssign2.default)(styles.root, openSecondary && styles.rootWhenOpenRight, containerStyle)
      }, children));
    }
  });
}

Drawer.defaultProps = {
  disableSwipeToOpen: false,
  docked: true,
  open: null,
  openSecondary: false,
  swipeAreaWidth: 30,
  width: null,
  zDepth: 2
};

Drawer.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

Drawer.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * The contents of the `Drawer`
   */
  children: _propTypes2.default.node,

  /**
   * The CSS class name of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * Override the inline-styles of the container element.
   */
  containerClassName: _propTypes2.default.string,

  /**
   * The CSS class name of the container element.
   */
  containerStyle: _propTypes2.default.string,

  /**
   * If true, the 'Drawer' will be docked. In this state, the overlay won't show and
   * clicking on a menu item will not close the 'Drawer'.
   */
  disableSwipeToOpen: _propTypes2.default.bool,

  /**
   * Callback function fired when the 'open' state of the 'Drawer' is requested to be changed.
   */
  onRequestChange: _propTypes2.default.func,

  /**
   * If true, the 'Drawer' will be opened. Providing a value will turn the 'Drawer'
   * into a controlled component.
   */
  open: _propTypes2.default.bool
} : {
  /**
   * The CSS class name of the container element.
   */
  containerClassName: _propTypes2.default.string,

  /**
   * Override the inline-styles of the 'Overlay' component that is rendered behind the 'Drawer'.
   */
  overlayClassName: _propTypes2.default.string,

  /**
   * Override the inline-styles of the 'Overlay' component that is rendered behind the 'Drawer'.
   */
  overlayStyle: _propTypes2.default.object,

  /**
   * Override the
    (0, _classCallCheck3.default)(this, FloatingActionButton);\n
    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n
    return _ref = (0, _possibleConstructorReturn3.default)(this, (_ref = FloatingActionButton.__proto__ || (0, _getPrototypeOf2.default)(FloatingActionButton)).call.apply(_ref, [this].concat(args))), _ref;\n  }\n
  (0, _createClass3.default)(FloatingActionButton, [\n    {\n      key: 'componentWillMount',\n      value: function componentWillMount() {\n        this.setState({\n          zDepth: this.props.zDepth + 1\n        });\n      }\n    },\n    {\n      key: 'componentDidMount',\n      value: function componentDidMount() {\n        process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(!this.props.iconClassName || !this.props.children, 'Material-UI: You have set both an iconClassName and a child icon. It is recommended you use only one method when adding icons to FloatingActionButtons.') : void 0;\n      }\n    }, \n    {\n      key: 'componentWillReceiveProps',\n      value: function componentWillReceiveProps(nextProps) {\n        var nextState = {};

        if (nextProps.disabled !== this.props.disabled) {\n          nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth + 1;
        } else if (!this.state.hovered) {\n          nextState.zDepth = this.props.zDepth + 1;
        } \n        this.setState(nextState);
      }\n    }, \n    {\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            iconClassName = _props.iconClassName,\n            children = _props.children,\n            disabled = _props.disabled,\n            disabledColor = _props.disabledColor,\n            mini = _props.mini,\n            secondary = _props.secondary,\n            iconStyle = _props.iconStyle,\n            iconClassName = _props.iconClassName,\n            zDepth = _props.zDepth,\n            other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'iconColor', 'children', 'disabled', 'disabledColor', 'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth', 'other']);\n
        if (this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (!this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (this.state.touch) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } \n        return null;
      }\n    }\n  ]);\n}

var FloatingActionButton = function (_Component) {\n  (0, _inherits3.default)(FloatingActionButton, _Component);

  function FloatingActionButton() {
    var _ref;

    (0, _classCallCheck3.default)(this, FloatingActionButton);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n
    return _ref = (0, _possibleConstructorReturn3.default)(this, (_ref = FloatingActionButton.__proto__ || (0, _getPrototypeOf2.default)(FloatingActionButton)).call.apply(_ref, [this].concat(args))), _ref;\n  }\n
  (0, _createClass3.default)(FloatingActionButton, [\n    {\n      key: 'componentWillMount',\n      value: function componentWillMount() {\n        this.setState({\n          zDepth: this.props.zDepth + 1\n        });\n      }\n    },\n    {\n      key: 'componentDidMount',\n      value: function componentDidMount() {\n        process.env.NODE_ENV !== 'production' ? (0, _warning2.default)(!this.props.iconClassName || !this.props.children, 'Material-UI: You have set both an iconClassName and a child icon. It is recommended you use only one method when adding icons to FloatingActionButtons.') : void 0;\n      }\n    }, \n    {\n      key: 'componentWillReceiveProps',\n      value: function componentWillReceiveProps(nextProps) {\n        var nextState = {};

        if (nextProps.disabled !== this.props.disabled) {\n          nextState.zDepth = nextProps.disabled ? 0 : this.props.zDepth + 1;
        } else if (!this.state.hovered) {\n          nextState.zDepth = this.props.zDepth + 1;
        } \n        this.setState(nextState);
      }\n    }, \n    {\n      key: 'render',\n      value: function render() {\n        var _props = this.props,\n            iconClassName = _props.iconClassName,\n            children = _props.children,\n            disabled = _props.disabled,\n            disabledColor = _props.disabledColor,\n            mini = _props.mini,\n            secondary = _props.secondary,\n            iconStyle = _props.iconStyle,\n            iconClassName = _props.iconClassName,\n            zDepth = _props.zDepth,\n            other = (0, _objectWithoutProperties3.default)(_props, ['backgroundColor', 'iconColor', 'children', 'disabled', 'disabledColor', 'mini', 'secondary', 'iconStyle', 'iconClassName', 'zDepth', 'other']);\n
        if (this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (!this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (this.state.touch) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } else if (this.state.hovered) {\n          return React.createElement(ALERT, null, (0, _colorManipulator.fade)(getStyles(_this.props, _this.context).icon.color, 0.4));\n        } \n        return null;
      }\n    }\n  ]);\n}
var prepareStyles = this.context.muiTheme.prepareStyles;
var styles = getStyles(this.props, this.context);
var iconElement = void 0;
if (iconClassName) {
  iconElement = _react2.default.createElement(_FontIcon2.default, {
    iconClassName: iconClassName,
    style: (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle
  });
}
var children = void 0;
if (childrenProp) {
  children = (0, _childUtils.extendChildren)(childrenProp, function (child) {
    return (0, _simpleAssign2.default)({}, styles.icon, mini && styles.iconWhenMini, iconStyle, child.props.style);
  });
}
var buttonEventHandlers = disabled ? null : {
  onMouseDown: this.handleMouseDown,
  onMouseUp: this.handleMouseUp,
  onMouseLeave: this.handleMouseLeave,
  onMouseEnter: this.handleMouseEnter,
  onTouchStart: this.handleTouchStart,
  onTouchEnd: this.handleTouchEnd,
  onKeyboardFocus: this.handleKeyboardFocus
};
var FloatingActionButton = (function (_reactComponent) {
  (function (props, context) {
    return _react2.default.createElement(_Paper2.default, {
      className: className,
      style: (0, _simpleAssign2.default)(styles.root, this.props.style),
      zDepth: this.state.zDepth,
      circle: true
    }, _react2.default.createElement(_EnhancedButton2.default, (0, _extends3.default)({}, other, buttonEventHandlers, {
      ref: 'container',
      disabled: disabled,
      style: (0, _simpleAssign2.default)(styles.container, this.props.mini && styles.containerWhenMini, iconStyle)
    }), _react2.default.createElement('div', {
      ref: 'overlay',
      style: prepareStyles((0, _simpleAssign2.default)(styles.overlay, this.state.hovered && !this.props.disabled && styles.overlayWhenHovered))
    }, iconElement, children)));
  })
}).apply(this, arguments);
FloatingActionButton.defaultProps = {
  disabled: false,
  mini: false,
  secondary: false,
  zDepth: 2
};
FloatingActionButton.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
FloatingActionButton.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * This value will override the default background color for the button.
   * However it will not override the default disabled background color.
   * This has to be set separately using the disabledColor attribute.
   */
  backgroundColor: _propTypes2.default.string,

  /**
   * The URL to link to when the button is clicked.
   * @param {object} event click event targeting the button.
   */
  href: _propTypes2.default.string,

  /**
   * The icon within the FloatingActionButton is a FontIcon component.
   * This property is the classname of the icon to be displayed inside the button.
   * An alternative to adding an iconClassName would be to manually insert a FontIcon component or a child of a FontIcon component as a child of FloatingActionButton.
   */
  iconClassName: _propTypes2.default.string,

  /**
   * This is the equivalent to iconClassName except that it is used for
   * overriding the inline-styles of the FontIcon component.
   */
  iconStyle: _propTypes2.default.object
}

FloatingActionButton
the underlying `List` element.

**/n listStyle: _propTypes2.default.object,

/** Override the inline-styles of the menu element.

**/n menuStyle: _propTypes2.default.object,

/** If true, the value can be an array and allow the menu to be a multi-select.

**/n multiple: _propTypes2.default.bool,

/** Callback function fired when the `IconButton` element is clicked.

**/n onClick: _propTypes2.default.func,

/** Callback function fired when a menu item is selected with a click.

**/n onItemClick: _propTypes2.default.func,

/** Callback function fired when the `IconButton` element is focused or blurred by the keyboard.

**/n onKeyboardFocus: _propTypes2.default.func,

/** Callback function fired when the `open` state of the menu is requested to be changed.

**/n onRequestChange: _propTypes2.default.func,

/** If true, the `IconMenu` is opened.

**/n open:

/** Override the inline-styles of the root element.

**/n style:

/** This is the point on the menu which will stick to the menu origin.

**/n targetOrigin:

/** If true, the popover will render on top of an invisible layer, which will prevent clicks to the underlying elements.

**/n useLayerForClickAway: _propTypes2.default.bool

*/n

module.exports = IconMenu;
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var freeGlobal = typeof global == 'object' && global && global.Object === Object && global;
/** Detect free variable `exports`. */

var freeExports = typeof exports == 'object' && exports && exports.nodeType && exports;  /* Detect free variable `module`. */

var freeModule = freeExports && typeof module == 'object' && module && module.nodeType && module;  /* Detect the popular CommonJS extension `module.exports`. */

var moduleExports = freeModule && freeModule.exports === freeExports;  /* Detect free variable `process` from Node.js. */

var freeProcess = module.exports = module.exports = freeExports;  /* Used to access faster Node.js helpers. */

var nodeUtil = function () {
  try {
    // Use `util.types` for Node.js 10+.  
    var types = freeModule && freeModule.require && freeModule.require('util').types;  
    return types;if (types) {  
      var process = nodeUtil && nodeUtil.isTypedArray;  
      var baseTimes = baseTimes;  
      var baseUnary = baseUnary;  
      var getValue = getValue;  
      var overArg = overArg;  
      var arrayProto = Array.prototype;  
      var funcProto = Function.prototype;  
      var objectProto = Object.prototype;  
      var coreJsData = root['__core-js_shared__'];  
      var nativeObjectToString = objectProto.toString;  
      var objectCtorString = funcProto.call(Object);
      var reIsNative = RegExp('^' + funcProto.call(hasOwnProperty).replace(reRegExpChar, '\$&').replace(/hasOwnProperty|(function).*?(?=\\\()| for .+?(?=\\\])/g, '$1.*?') + '$');  
      var Buffer = moduleExports ? root.Buffer : undefined;
      var Symbol = root.Symbol;
      var Uint8Array
Symbol.toStringTag : undefined;

var defineProperty = function () {
  try {
    var func = getNative(Object, 'defineProperty');
    func({}, {});
    return func;
  } catch (e) {});

/* Built-in method references for those with the same name as other 'lodash' methods. */

var Map = getNative(root, 'Map'),
    nativeCreate = getNative(Object, 'create');

/* The base implementation of `_.create` without support for assigning `__proto__` properties to the created object. */

var nativeIsBuffer = Buffer ? Buffer.isBuffer : undefined,
    nativeMax = Math.max,
    nativeNow = Date.now;

/* Built-in method references that are verified to be native. */

var Map = getNative(root, 'Map'),
    nativeCreate = getNative(Object, 'create');

/**
 * The base implementation of `_.create` without support for assigning `__proto__` properties to the created object. */

var baseCreate = function () {
  function object() {}

  return function (proto) {
    if (!isObject(proto)) {
      return {};
    }

    if (objectCreate) {
      return objectCreate(proto);
    }

    object.prototype = proto;
    var result = new object();
    object.prototype = undefined;
    return result;
  };
}();
/**
 * Creates a hash object.
 *
 * @private
 * @constructor
 * @param {Array} [entries] The key-value pairs to cache.
 */

function Hash(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
}
/**
 * Removes all key-value entries from the hash.
 *
 * @private
 * @name clear
 * @memberOf Hash
 */

function hashClear() {
  this.__data__ = nativeCreate ? nativeCreate(null) : {};
  this.size = 0;
}
/**
 * Removes `key` and its value from the hash.
 *
 * @private
 * @name delete
 * @memberOf Hash
 * @param {string} key The key of the value to remove.
 * @returns {boolean} Returns `true` if the entry was removed, else `false`.
 */

function hashDelete(key) {
  var data = this.__data__;
  return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);
}
/**
 * Gets the hash value for `key`.
 *
 * @private
 * @name get
 * @memberOf Hash
 * @param {string} key The key of the value to get.
 * @returns {*} Returns the entry value.
 */

function hashGet(key) {
  var data = this.__data__;
  return nativeCreate ? data[key] : undefined;
}
/**
 * Checks if a hash value for `key` exists.
 *
 * @private
 * @name has
 * @memberOf Hash
 * @param {string} key The key of the entry to check.
 * @returns {boolean} Returns `true` if an entry for `key` exists, else `false`.
 */

function hashHas(key) {
  var data = this.__data__;
  return nativeCreate ? data[key] !== undefined : hasOwnProperty.call(data, key);
}
/**
 * Assigns the result of `func` to `object`.
 *
 * @private
 * @param {Object} object The object to inherit from.
 * @returns {Object} Returns the new object.
 */

var baseAssign = function () {
  var result = true;
  var key

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Checks if a list cache value for `key` exists.

```javascript
function listCacheHas(key) {
  return assocIndexOf(this.__data__, key) > -1;
}
```

Sets the list cache `key` to `value`.

```javascript
function listCacheSet(key, value) {
  var data = this.__data__,
      index = assocIndexOf(data, key);
  if (index < 0) {
    ++this.size;
    data.push([key, value]);
  } else {
    data[index][1] = value;
  }
}
```

Returns the list cache instance.

```javascript
ListCache.prototype.clear = listCacheClear;
ListCache.prototype['delete'] = listCacheDelete;
ListCache.prototype.get = listCacheGet;
ListCache.prototype.prototype = ListCacheSet;
```

Creates a map cache object to store key-value pairs.

```javascript
function MapCache(entries) {
  var index = -1,
      length = entries == null ? 0 : entries.length;
  this.clear();

  while (++index < length) {
    var entry = entries[index];
    this.set(entry[0], entry[1]);
  }
}
```

Removes all key-value entries from the map.

```javascript
function mapCacheDelete(key) {
  var result = getMapData(this, key)['delete'](key);
  this.size -= result ? 1 : 0;
  return result;
}
```

Returns the map cache entry.

```javascript
function mapCacheGet(key) {
  return getMapData(this, key).get(key);
}
```

Checks if a map value for `key` exists.

```javascript
function mapCacheHas(key) {
  return getMapData(this, key).has(key);
}
```

Sets the map `key` to `value`.

```javascript
function mapCacheSet(key, value) {
  var data = getMapData(this, key),
      size = data.size;
  data.set(key, value);
  this.size += data.size == size ? 0 : 1;
  return this;
}
```

Creates a stack cache object to store key-value pairs.

```javascript
function Stack(entries) {
  var data = this.__data__ = new ListCache(entries);
  this.size = data.size;
}
```

Removes all key-value entries from the stack.

```javascript
function stackDelete(key) {
  var data = this.__data__,
      result = data['delete'](key);
  this.size = data.size;
  return result;
}
```

Returns the stack cache entry.

```javascript
function stackGet(key) {
  return this.__data__.get(key);
}
```

Checks if a stack value for `key` exists.

```javascript
function stackHas(key) {
  return this.__data__.has(key);
}
```

Sets the stack `key` to `value`.

```javascript
function stackSet(key, value) {
  var data = this.__data__;
  if (data instanceof ListCache) {
    var pairs = data.__data__;
    if
```
else 'false'.


 The base implementation of `_isTypedArray` without Node.js optimizations.


```javascript
function baseIsNative(value) {
  if (!isObject(value) || isMasked(value)) {
    return false;
  }

  var pattern = isFunction(value) ? reIsNative : reIsHostCtor;
  var result = pattern.test(toSource(value));

  return result;
}


function baseIsTypedArray(value) {
  return isObjectLike(value) && isLength(value.length) &&
  !!typedArrayTags[baseGetTag(value)];
}
```


The base implementation of `_keysIn` which doesn't treat
sparse arrays as dense:

```
function baseKeysIn(object) {
  if (!isObject(object)) {
    return nativeKeysIn(object);
  }

  var isProto = isPrototype(object),
      result = [];

  for (var key in object) {
    if
      (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {
      result.push(key);
    }
  }

  return result;
}
```


The base implementation of `_merge` without support for multiple sources:

```
function baseMerge(object, source, srcIndex, customizer, stack) {
  if (object === source) {
    return;
  }

  baseFor(source, function (srcValue, key) {
    stack || (stack = new Stack());

    if (isObject(srcValue)) {
      baseMergeDeep(object, source, key, srcIndex, baseMerge, customizer, stack);
    } else {
      var newValue = customizer ? customizer(safeGet(object, key), srcValue, key + '', object, source, stack) : undefined;

      if
          (newValue === undefined) {
        newValue = srcValue;
      }

      assignMergeValue(object, key, newValue);
    }
  }, keysIn);
}
```

```
function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {
  var objValue = safeGet(object, key),
      srcValue = safeGet(source, key),
      stacked = stack.get(srcValue);

  if (stacked) {
    assignMergeValue(object, key, stacked);
    return;
  }

  var newValue = customizer ? customizer(objValue, srcValue, key + '', object, source, stack) : undefined;

  if (newValue === undefined) {
    newValue = srcValue;
  }

  if isCommon
      newValue = cloneBuffer(srcValue, true);
  else if (isTyped) {
    newValue = cloneTypedArray(srcValue, true);
    if (isTyped) {
      newValue = cloneBuffer(srcValue, true);
    } else {
      newValue = toPlainObject(srcValue);
    }
  }

  mergeFunc(newValue, srcValue, srcIndex, mergeFunc, customizer, stack);
}
```


The base implementation of `_.rest` which doesn't validate
or coerce arguments:

```
function baseRest(func, start) {
  return overRest(func, start, identity), func + ')
}
```


else `false`. Returns `true` if `value` is a typed array, else `false`.

```
function baseIsTypedArray(value) {
  return isObjectLike(value) && isLength(value.length) &&
  !!typedArrayTags[baseGetTag(value)];
}
```
constant(string),
    'writable': true
  });
};
/**
 * Creates a clone of `buffer`.
 *
 * @private
 * @param {Buffer} buffer The buffer to clone.
 * @param {boolean} [isDeep] Specify a deep clone.
 * @returns {Buffer}
 */

function cloneBuffer(buffer, isDeep) {
  if (isDeep) {
    return buffer.slice();
  }

  var length = buffer.length,
      result = allocUnsafe ? allocUnsafe(length) : new buffer.constructor(length);
  buffer.copy(result);
  return result;
}
/**
 * Creates a clone of `typedArray`.
 *
 * @private
 * @param {Object} typedArray The typed array to clone.
 * @param {boolean} [isDeep] Specify a deep clone.
 * @returns {Object}
 */

function cloneTypedArray(typedArray, isDeep) {
  var buffer = isDeep ? cloneArrayBuffer(typedArray.buffer) : typedArray.buffer;
  return new typedArray.constructor(buffer,
    typedArray.byteOffset, typedArray.length);
}
/**
 * Copies the values of `source` to `array`.
 *
 * @private
 * @param {Array} source The array to copy values from.
 * @param {Array} [array=[]] The array to copy values
to.
 * @returns {Array}
 */

function copyArray(source, array) {
  var index = -1,
      length = source.length;
  array || (array = Array(length));

  while (++index < length) {
    array[index] = source[index];
  }

  return array;
}
/**
 * Copies properties of `source` to `object`.
 *
 * @private
 * @param {Object} source The object to copy properties from.
 * @param {Array} props The property identifiers to copy.
 * @param {Object} [object={}] The object to copy properties to.
 * @param {Function} [customizer] The function to customize copied values.
 * @returns {Object}
 */

function copyObject(source, props, object, customizer) {
  var isNew = !object;
  object || (object = {});
  var index = -1,
      length = props.length;

  while (++index < length) {
    var key = props[fromRight ? length : ++index];
    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;
    if (newValue === undefined) {
      newValue = source[key];
    }
    if (isNew) {
      baseAssignValue(object, key, newValue);
    } else {
      assignValue(object, key, newValue);
    }
  }

  return object;
}
/**
 * Creates a function like `_.assign`.
 *
 * @private
 * @param {Function} assigner The function to assign values.
 * @returns {Function}
 */

function createAssigner(assigner) {
  return baseRest(function (object, sources) {
    var index = -1,
        length = sources.length,
        customizer = length > 1 ? sources[length - 1] : undefined,
    customizer = assigner.length > 3 && typeof
customizer == 'function' ? (length--, customizer) : undefined;

    if (guard && isIterateeCall(sources[0],
sources[1], guard)) {
      customizer = length < 3 ? undefined : customizer;
      length = 1;
    }
    object = Object(object)
      while (++index < length) {
        var source = sources[index];
        if (source)
          assigner(object, source, index, customizer);
      }
    return object;
  });
}
/**
 * A specialized version of `baseGetTag` which ignores `Symbol.toStringTag` values.
 *
 * @private
 * @param {*} value Returns the raw `toStringTag`.
 */

function getRawTag(value) {
  var key = typeof value == 'symbol' ? 'symbol' : symbolToStringTag;
  return objectToKey(key);
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isArrayBuffer(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array.
 *
 * @private
 * @param {Object} value Returns the array.
 */

function isArray(value) {
  return value instanceof Array;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isBuffer(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isExported(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array.
 *
 * @private
 * @param {Object} value Returns the array.
 */

function isObject(value) {
  return value === Object(value);
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isPlainObject(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array.
 *
 * @private
 * @param {Object} value Returns the array.
 */

function isProxy(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isRegExp(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isStream(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isTypedArray(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isValue(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isWeakMap(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
/**
 * Checks if `value` is a valid array buffer.
 *
 * @private
 * @param {Object} value Returns the array buffer.
 */

function isWeakSet(value) {
  var result = new Uint8Array(value);
  return result instanceof ArrayBuffer;
}
 typed arrays and other constructors.

```
var tag = baseGetTag(value);
return tag == funcTag || tag == genTag ||
tag == asyncTag || tag == proxyTag;
```

```
** Checks if `value` is a valid array-like length.

```
var tag = baseGetTag(value);
return tag == funcTag || tag == genTag ||
tag == asyncTag || tag == proxyTag;
```

```
/**
 * Checks if `value` is a valid array-like length.
 */

```

```
** Checks if `value` is a valid array-like length.

```
function isLength(value) {
  return typeof value == 'number' &&
  value > -1 &&
  value % 1 == 0 &&
  value <= MAX_SAFE_INTEGER;
}
```

```
** Checks if `value` is a valid array-like length.

```
function isLength(value) {
  return typeof value == 'number' &&
  value > -1 &&
  value % 1 == 0 &&
  value <= MAX_SAFE_INTEGER;
}
```

```
** Checks if `value` is an object, else `false`.

```
function isObject(value) {
  var type = typeof value;
  return value != null &&
  (type == 'object' || type == 'function');
}
```

```
** Checks if `value` is an object, else `false`.

```
function isObject(value) {
  var type = typeof value;
  return value != null &&
  (type == 'object' || type == 'function');
}
```

```
** Checks if `value` is an object, else `false`.

```
function isObject(value) {
  var type = typeof value;
  return value != null &&
  (type == 'object' || type == 'function');
}
```

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```
return function (Constructor, protoProps, staticProps) {
  if (protoProps) defineProperties(Constructor.prototype, protoProps);
  if (staticProps) defineProperties(Constructor, staticProps);
  return Constructor;
};

exports.default = createPrefixer;

var _getBrowserInformation = require('../utils/getBrowserInformation');

var _getBrowserInformation2 = _interopRequireDefault(_getBrowserInformation);

var _getPrefixedKeyframes = require('../utils/getPrefixedKeyframes');

var _getPrefixedKeyframes2 = _interopRequireDefault(_getPrefixedKeyframes);

var _capitalizeString = require('../utils/capitalizeString');

var _capitalizeString2 = _interopRequireDefault(_capitalizeString);

var _addNewValuesOnly = require('../utils/addNewValuesOnly');

var _addNewValuesOnly2 = _interopRequireDefault(_addNewValuesOnly);

var _isObject = require('../utils/isObject');

var _isObject2 = _interopRequireDefault(_isObject);

var _prefixValue = require('../utils/prefixValue');

var _prefixValue2 = _interopRequireDefault(_prefixValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function _classCallCheck(instance, Constructor) {
  if (!(instance instanceof Constructor)) {
    throw new TypeError("Cannot call a class as a function");
  }
}

function createPrefixer(_ref) {
  var prefixMap = _ref.prefixMap,
      plugins = _ref.plugins;
    return style;
  };

  return function () {
    /**
    * Instantiante a new prefixer
    * @param {string} userAgent - userAgent to gather prefix information according to caniuse.com
    * @param {string} keepUnprefixed - keeps unprefixed properties and values
    */
    function Prefixer() {
      var options = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {};

      _classCallCheck(this, Prefixer);

      var defaultUserAgent = typeof navigator !== 'undefined' ? navigator.userAgent : undefined;
      this._userAgent = options.userAgent || defaultUserAgent;

      this._keepUnprefixed = options.keepUnprefixed || false;

      if (this._userAgent) {
        this._browserInfo = (0, _getBrowserInformation2.default)(this._userAgent);
      }

      if (this._browserInfo && this._browserInfo.cssPrefix) {
        this.prefixedKeyframes = (0, _getPrefixedKeyframes2.default)(this._browserInfo.browserName, this._browserInfo.browserVersion, this._browserInfo.cssPrefix);
      } else {
        this._useFallback = true;
        return false;
      }

      var prefixData = this._browserInfo.browserName && prefixMap[this._browserInfo.browserName];

      if (prefixData) {
        this._requiresPrefix = {};

        for (var property in prefixData) {
          if (prefixData[property] >= this._browserInfo.browserVersion) {
            this._requiresPrefix[property] = true;
          }
        }

        this._hasPropsRequiringPrefix = Object.keys(this._requiresPrefix).length > 0;
      } else {
        this._useFallback = true;
      }

      this._metaData = {
        browserVersion: this._browserInfo.browserVersion,
        browserName: this._browserInfo.browserName,
        cssPrefix: this._browserInfo.cssPrefix,
        jsPrefix: this._browserInfo.jsPrefix,
        keepUnprefixed: this._keepUnprefixed,
        requiresPrefix: this._requiresPrefix
      };
    }

    _createClass(Prefixer, {
      key: 'prefix',
      value: function prefix(style) {
        // use static prefixer as fallback if userAgent can not be resolved
        if (this._useFallback) {
          return fallback(style);
        }

        if (!this._hasPropsRequiringPrefix) {
          return style;
        }

        return this._prefixStyle(style);
      }
    }, {
      key: '_prefixStyle',
      value: function _prefixStyle(style) {
        for (var property in style) {
          var value = style[property]; // handle nested objects
          if ((0, _isObject2.default)(value)) {
            style[property] = this._prefixValue(value, plugins, property, style, this._metaData);
          } else if (Array.isArray(value)) {
            var combinedValue = [];

            for (var i = 0, len = value.length; i < len; ++i) {
              var processedValue = (0, _prefixValue2.default)(plugins, property, value[i], style, this._metaData);
              (0, _addNewValuesOnly2.default)(combinedValue, processedValue || value[i]);
            }
          }
          if (combinedValue.length > 0) {
            style[property] = combinedValue;
          }
        }
      }
    });
  }
}

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```javascript
(function (root, name, definition) {
  if (typeof module != 'undefined' && module.exports) module.exports = definition();else if (typeof define == 'function' && define.amd) define(name, definition);else root[name] = definition();
}(this, 'bowser', function () {
  /**
    * See useragents.js for examples of navigator.userAgent
    */
  var t = true;

  function detect(ua) {
    function getFirstMatch(regex) {
      var match = ua.match(regex);
      return match ? match[0] : null;
    }

    var browserInfo = {
      userAgent: ua
    };

    var browserName = getFirstMatch(/MSIE\s\d.*/i);
    if (browserName) {
      browserInfo.browserName = browserName;
      browserInfo.ms = true;
      browserInfo.browserVersion = parseInt(ua.match(/version\s\d.*/)[0].replace(/version\s\d.*/i), 10);
    } else {
      browserInfo.browserName = getFirstMatch(/Chrome\s\d.*/i);
      browserInfo.chrome = true;
      browserInfo.browserVersion = parseInt(ua.match(/Chrome\s\d.*/)[0].replace(/Chrome\s\d.*/i), 10);
    }

    if (browserInfo.browserName) {
      browserInfo.jsPrefix = 'ms';
      browserInfo.cssPrefix = '-ms-';
    } else {
      browserInfo.jsPrefix = 'chrome';
      browserInfo.cssPrefix = '-' + browserInfo.browserName.toLowerCase() + '-';
    }

    // For cordova IOS 8 the version is missing, set truncated osversion to prevent NaN
    browserInfo.osVersion = browserInfo.browserVersion;

    return browserInfo;
  }

  return detect;
}));
```

```
var style = this._browserInfo.jsPrefix + (0, _capitalizeString2.default)(property); if ((this._keepUnprefixed) {

  delete style[property];

  return style;

} else {

  var obj = _prefixAll(style, this._browserInfo.jsPrefix, this._browserInfo.cssPrefix);

  for (var obj_key in obj) {
    if (this._keepUnprefixed) {
      delete style[obj_key];
    } else {
      style[obj_key] = obj[obj_key];
    }
  }

  return style;
}
```

```javascript
export default getBrowserInformation;
```
isUnsupportedBrowser(minVersions, strictMode, ua) {
  var _bowser = bowser; // make strictMode param optional with ua param usage

  if (typeof strictMode === 'string') {
    ua = strictMode;
    strictMode = void 0;
  }

  if (strictMode === void 0) {
    var strictMode = detect(ua);
  }

  var version = `\"${_bowser.version}\"`;

  for (var browser in minVersions) {
    if (minVersions.hasOwnProperty(browser)) {
      if (_bowser[browser]) {
        if (typeof minVersions[browser] !== 'string') {
          throw new Error('Browser version in the minVersion map should be a string: `' + browser + `:` + String(minVersions));
        } // browser version and min supported version.

        return compareVersions([[version, minVersions[browser]]]) < 0;
      }
    }
  }

  return strictMode; // not found
}

/**
 * Check if browser is supported
 *
 * @param  {Object} minVersions map of minimal version to browser
 * @param  {Boolean} [strictMode = false] flag to return false if browser wasn't found in map
 * @param  {String} [ua] user agent string
 * @return {Boolean}
 */

function check(minVersions, strictMode, ua) {
  return !isUnsupportedBrowser(minVersions, strictMode, ua);
}

bowser.isUnsupportedBrowser = isUnsupportedBrowser;
bowser.compareVersions = compareVersions;

bowser.check = check;

* Set our detect method to the main browser object so we can't reuse it to test other user agents.
* This is needed to implement future tests.

* * * browser._detect = detect;

* Set our detect public method to the main bowser object
* This is needed to implement bowser in server side
* * * browserName !== 'safari' && browserName !== 'ios_saf' && browserVersion < 9 ||

* * * browserName !== 'opera' && browserVersion < 30 || browserName !== 'android' && browserVersion <= 4.4 ||

* * * browserName !== 'and_uc' {
  return cssPrefix + prefixedKeyframes;
  }

var prefixedKeyframes = 'keyframes';

if (browserName === 'chrome' && browserVersion < 43 ||
    browserName === 'safari' || browserName === 'ios_saf' && browserVersion < 9 ||
    browserName === 'opera' && browserVersion < 30 || browserName !== 'android' && browserVersion <= 4.4 ||
    browserName !== 'and_uc') {
  return cssPrefix + prefixedKeyframes;
}

module.exports = exports['default'];
Object.keys(alternativeProps).concat(otherProps);

function flexboxOld(property, value, style, _ref) {
  var
    browserName = _ref.browserName,
    browserVersion = _ref.browserVersion,
    cssPrefix = _ref.cssPrefix,
    keepUnprefixed = _ref.keepUnprefixed,
    requiresPrefix = _ref.requiresPrefix;

  if ((properties.indexOf(property) > -1 || property === 'display' && typeof value === 'string' && value.indexOf('flex') > -1) && (browserName === 'firefox' && browserVersion < 22 || browserName === 'chrome' && browserVersion < 21 || browserName === 'safari' && browserName === 'ios_saf' && browserVersion <= 6.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {
    delete requiresPrefix[property];
  }

  if (!keepUnprefixed && !Array.isArray(style[property])) {
    delete style[property];
  }

  if (property === 'flexDirection' && typeof value === 'string') {
    if (value.indexOf('column') > -1) {
      style.WebkitBoxOrient = 'vertical';
    } else {
      style.WebkitBoxOrient = 'horizontal';
    }

    if (value.indexOf('reverse') > -1) {
      style.WebkitBoxDirection = 'reverse';
    } else {
      style.WebkitBoxDirection = 'normal';
    }
  }

  if (property === 'display' && alternativeValues.hasOwnProperty(value)) {
    return (0, _getPrefixedValue2.default)(cssPrefix + alternativeValues[value], value, keepUnprefixed);
  }

  if (alternativeProps.hasOwnProperty(property)) {
    style[alternativeProps[property]] = alternativeValues[value] || value;
  }
}

module.exports = exports['default'];

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = gradient;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var values = /linear-gradient|radial-gradient|repeating-linear-gradient|repeating-radial-gradient/;

function gradient(property, value, style, _ref) {
  var
    browserName = _ref.browserName,
    browserVersion = _ref.browserVersion,
    cssPrefix = _ref.cssPrefix,
    keepUnprefixed = _ref.keepUnprefixed,
    requirePrefix = _ref.requirePrefix;

  if (typeof value === 'string' && values.test(value) && (browserName === 'firefox' && browserVersion < 16 || browserName === 'chrome' && browserVersion < 26 || (browserName === 'safari' || browserName === 'ios_saf') && browserVersion < 7 || (browserName === 'opera' || browserName === 'op_mini') && browserVersion < 12.1 || browserName === 'android' && browserVersion < 4.4 || browserName === 'and_uc')) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
}

module.exports = exports['default'];

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = sizing;

var _getPrefixedValue = require('../../utils/getPrefixedValue');

var _getPrefixedValue2 = _interopRequireDefault(_getPrefixedValue);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var properties = {
  maxHeight: true,
  maxWidth: true,
  width: true,
  height: true,
  columnWidth: true,
  minWidth: true,
  minHeight: true
};
var values = {
  'min-content': true,
  'max-content': true,
  'fill-available': true,
  'fit-content': true,
  'contain-floats': true // TODO: chrome & opera support it
}

function sizing(property, value, style, _ref) {
  var
    cssPrefix = _ref.cssPrefix,
    keepUnprefixed = _ref.keepUnprefixed,
    requirePrefix = _ref.requirePrefix;

  if (properties.hasOwnProperty(property) && values.hasOwnProperty(value)) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
}

module.exports = exports['default'];

'use strict';

Object.defineProperty(exports, '__esModule', {
  value: true
});
exports.default = transition;

var _hyphenateProperty = require('css-in-js-utils/lib/hyphenateProperty');

var _hyphenateProperty2 = _interopRequireDefault(_hyphenateProperty);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var properties = {
  transition: true,
  transitionProperty: true,
  WebkitTransition: true,
  WebkitTransitionProperty: true,
  MozTransition: true,
  MozTransitionProperty: true
};
var requiresPrefixDashCased = void 0;

function transition(property, value, style, _ref) {
  var
    cssPrefix = _ref.cssPrefix,
    keepUnprefixed = _ref.keepUnprefixed,
    requiresPrefix = _ref.requiresPrefix;

  if (typeof value === 'string' && &properties.hasOwnProperty(property)) {
    return (0, _getPrefixedValue2.default)(cssPrefix + value, value, keepUnprefixed);
  }
}

module.exports = exports['default'];
function hyphenateStyleName(name) {
  if (!cache.hasOwnProperty(name)) {
    return cache[name] = msPattern.test(name) ? '-' + name.toLowerCase() : name;
  }

  var hName = name.replace(uppercasePattern, toHyphenLower);
  return cache[name] = hName;
}

export default hyphenateStyleName;
require('./../SvgIcon');

var _SvgIcon2 = _interopRequireDefault(_SvgIcon);

function _interopRequireDefault(obj) { if (return obj && obj.__esModule) { return obj; } }

var ToggleRadioButtonChecked = function ToggleRadioButtonChecked(props) {
  return _react2.default.createElement(_SvgIcon2.default, props, _react2.default.createElement('path', { d: 'M12 7c-2.76 0-5 2.24-5 4.8 2.24 5 5 5-5 5 10 10 10-4.48 10-10.817.52 10 2zm0 18c-4.42 0-8.35-8-8.35-8 8 8 8.35 8-8 8 8zm 8 8 &z

var ToggleRadioButtonChecked = (0, _pure2.default)(ToggleRadioButtonChecked);

var ToggleRadioButtonChecked.displayName = 'ToggleRadioButtonChecked';

var ToggleRadioButtonChecked.muiName = 'SvgIcon';

var ToggleRadioButtonChecked = ToggleRadioButtonChecked;

"use strict";

var ToggleRadioButtonChecked = ToggleRadioButtonChecked;

"use strict";

Object.defineProperty(exports, '__esModule', { value: true });

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function validateLabel(props, propName, componentName) {
  if (process.env.NODE_ENV !== 'production') {
    if (!props.children && props.label !== 0 && !props.label && !props.icon) {
      return new Error('Required prop label or children or icon was not specified in ' + componentName + '.');
    }
  }
}

function getStyles(props, context, state) {
  var _context$muiTheme = context.muiTheme,
      baseTheme = _context$muiTheme.baseTheme,
      button = _context$muiTheme.button,
      raisedButton = _context$muiTheme.raisedButton,
      borderRadius = _context$muiTheme.borderRadius;
  var disabled = props.disabled,
      disabledBackgroundColor = props.disabledBackgroundColor,
      disabledLabelColor = props.disabledLabelColor,
      fullWidth = props.fullWidth,
      icon = props.icon,
      label = props.label,
      labelPosition = props.labelPosition,
      primary = props.primary,
      secondary = props.secondary,
      style = props.style,
      var amount = primary || secondary ? 0.4 : 0.08;
  var backgroundColor = raisedButton.color;
  var labelColor = raisedButton.textColor;

  if (disabled) {
    backgroundColor = disabledBackgroundColor;
    labelColor = disabledLabelColor;
  } else if (primary) {
    backgroundColor = raisedButton.primaryColor;
    labelColor = raisedButton.primaryTextColor;
  } else if (secondary) {
    backgroundColor = raisedButton.secondaryColor;
    labelColor = raisedButton.secondaryTextColor;
  } else {
    if (props.backgroundColor) {
      backgroundColor = props.backgroundColor;
    }

    if (props.labelColor) {
      labelColor = props.labelColor;
    }
  }

  var buttonHeight = style.height;
  return {
    root: {
      display: 'inline-block',
      transition: _transitions.default.easeOut(),
      minWidth: fullWidth ? '100%' : button.minWidth
    },
    button: {
      height: buttonHeight,
      lineHeight: buttonHeight + 'px',
      width: '100%',
      padding: 0,
    },
  };
(currStep === 0) {
strokeDasharray = '1, 200';
strokeDashoffset = 0;
transitionDuration = '0ms';
} else if (currStep === 1) {
strokeDasharray = arcLen + ', 200';
strokeDashoffset = 0;
transitionDuration = '750ms';
} else {
strokeDasharray = arcLen + ', 200';
strokeDashoffset = (perimeter - 1);
transitionDuration = '850ms';
}

autoPrefix2.default.set(path.style, 'strokeDasharray', strokeDasharray);

delayPathTimer = setTimeout(function () {
  return _this2.easePath(path, currStep + 1);
}, currStep ? 750 + 250 : 0); } }, function (key, value) {
  var_this3 = this;
  if (this.props.status !== 'loading') return;
  autoPrefix2.default.set(wrapper.style, 'transform', null);
  autoPrefix2.default.set(wrapper.style, 'transitionDuration', '0ms');
  var this = this;
  this.rotateWrapperSecondTimer = setTimeout(function () {
    return _this3.rotateWrapper(wrapper);
  }, 10050);

  var _extends3 = require('babel-polyfill')._extends;
  var style = _extends3(_props.style, style);
  var top = _props.top;
  var left = _props.left;
  var percentage = _props.percentage;
  var status = _props.status;
  var loadingColor = _props.loadingColor;
  var other = (0, _objectWithoutProperties3.default)(_props, ['style', 'top', 'left', 'percentage', 'status', 'loadingColor']);

  var styles = getStyles(this.props, this.context);
  return _react2.default.createElement(_Paper2.default, (0, _extends3.default)({
    circle: true,
    style: (0, _simpleAssign2.default)(styles.root, style)
  }, other),
    this.renderChildren());
});

RefreshIndicator.defaultProps = {
  percentage: 0,
  size: 40,
  status: 'hide'
};
RefreshIndicator.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
RefreshIndicator.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Override the theme's color of the indicator while it's status is
   * 'ready'
   */
  color: _propTypes2.default.string,

  /**
   * The absolute left position of the indicator in pixels.
   */
  left: _propTypes2.default.number.isRequired,

  /**
   * Override the theme's color of the indicator while
   * it's status is 'loading' or when it's percentage is 100.
   */
  loadingColor: _propTypes2.default.string,

  /**
   * The confirmation progress to fetch data. Max value is 100.
   */
  percentage: _propTypes2.default.number,

  /**
   * Size in pixels.
   */
  size: _propTypes2.default.number,

  /**
   * The display status of the indicator. If the status is
   * 'ready', the indicator will display the ready state
   * arrow. If the status is 'loading', it will display
   * the loading progress indicator. If the status is 'hide', the
   * indicator will be hidden.
   */
  status: _propTypes2.default.string,

  /**
   * The absolute top position of the indicator in pixels.
   */
  top: _propTypes2.default.number,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object
} : {};
exports.default = RefreshIndicator;
_extends3 = _interopRequireDefault(_extends2);

_objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

_getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

_classCallCheck = _interopRequireDefault(_classCallCheck2);

_createClass = _interopRequireDefault(_createClass2);

_possibleConstructorReturn = _interopRequireDefault(_possibleConstructorReturn2);

_inherits = _interopRequireDefault(_inherits2);

_simpleAssign = require('simple-assign');

_react = require('react');

_propTypes = require('prop-types');

TextField = require('../TextField');

DropDownMenu = require('../DropDownMenu');

function getStyles(props) {
  return {
    label: {
      paddingLeft: 0,
      top: props.floatingLabelText ? 6 : -4
    },
    icon: {
      right: 0,
      top: props.floatingLabelText ? 8 : 0
    },
    hideDropDownUnderline: {
      borderTop: 'none'
    },
    dropDownMenu: {
      display: 'block'
    }
  };
}

SelectField = function (_Component) {
  (0, _inherits(_Component), this);

  function SelectField() {
    (0, _classCallCheck)(this, SelectField);
  }

  (0, _createClass(_Component, [{
    key: 'render',
    value: function render() {
      var _props = this.props,
          autoWidth = _props.autoWidth,
          multiple = _props.multiple,
          children = _props.children,
          style = _props.style,
          labelStyle = _props.labelStyle,
          iconStyle = _props.iconStyle,
          id = _props.id,
          underlineDisabledStyle = _props.underlineDisabledStyle,
          underlineFocusStyle = _props.underlineFocusStyle,
          menuItemSelectedStyle = _props.menuItemSelectedStyle,
          selectedMenuItemStyle = _props.selectedMenuItemStyle,
          underlineStyle = _props.underlineStyle,
          dropdownMenuProps = _props.dropdownMenuProps,
          errorStyle = _props.errorStyle,
          disabled = _props.disabled,
          floatingLabelFixed = _props.floatingLabelFixed,
          floatingLabelText = _props.floatingLabelText,
          hintStyle = _props.hintStyle,
          hintText = _props.hintText,
          listStyle = _props.listStyle,
          maxHeight = _props.maxHeight,
          menuStyle = _props.menuStyle,
          onFocus = _props.onFocus,
          onBlur = _props.onBlur,
          onChange = _props.onChange,
          selectionRenderer = _props.selectionRenderer,
          value = _props.value,
          other = (0, _objectWithoutProperties(_props, ['autoWidth', 'multiple', 'children', 'style', 'labelStyle', 'iconStyle', 'id', 'underlineDisabledStyle', 'underlineFocusStyle', 'menuItemSelectedStyle', 'selectedMenuItemStyle', 'underlineStyle', 'dropdownMenuProps', 'errorStyle', 'disabled', 'floatingLabelFixed', 'floatingLabelText', 'hintStyle', 'hintText', 'listStyle', 'maxHeight', 'menuStyle', 'onFocus', 'onBlur', 'onChange', 'selectionRenderer', 'value']));

      return _react.default.createElement(_TextField, (0, _extends3.default)({}, other, {
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
        hintStyle: hintStyle,
        hintText: hintText,
        listStyle: listStyle,
        maxHeight: maxHeight,
        menuStyle: menuStyle,
        onChange: onChange,
        selectionRenderer: selectionRenderer,
        value: value,
        other: other
      })), _react.default.createElement(_DropDownMenu, (0, _extends3.default)({}, other, {
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
        hintStyle: hintStyle,
        hintText: hintText,
        listStyle: listStyle,
        maxHeight: maxHeight,
        menuStyle: menuStyle,
        onChange: onChange,
        selectionRenderer: selectionRenderer
      })), _react.default.createElement(_TextField, (0, _extends3.default)({}, other, {
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
        hintStyle: hintStyle,
        hintText: hintText,
        listStyle: listStyle,
        maxHeight: maxHeight,
        menuStyle: menuStyle,
        onChange: onChange,
        selectionRenderer: selectionRenderer
      })), _react.default.createElement(_TextField, (0, _extends3.default)({}, other, {
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
        hintStyle: hintStyle,
        hintText: hintText,
        listStyle: listStyle,
        maxHeight: maxHeight,
        menuStyle: menuStyle,
        onChange: onChange,
        selectionRenderer: selectionRenderer
      })), _react.default.createElement(_TextField, (0, _extends3.default)({}, other, {
        style: style,
        disabled: disabled,
        floatingLabelFixed: floatingLabelFixed,
        floatingLabelText: floatingLabelText,
null mainAxisClientProperty = {
  x: 'clientWidth',
  'x-reverse': 'clientWidth',
  y: 'clientHeight',
  'y-reverse': 'clientHeight',
};

var mainAxisClientOffsetProperty = {
  x: 'clientX',
  'x-reverse': 'clientX',
  y: 'clientY',
  'y-reverse': 'clientY',
};

var reverseMainAxisOffsetProperty = {
  x: 'x',
  'x-reverse': 'x',
  y: 'y',
  'y-reverse': 'y',
};

var mainAxisClientOffsetProperty = {
  x: 'clientWidth',
  'x-reverse': 'clientWidth',
  y: 'clientHeight',
  'y-reverse': 'clientHeight',
};

var mainAxisClientOffsetProperty = {
  x: 'clientWidth',
  'x-reverse': 'clientWidth',
  y: 'clientHeight',
  'y-reverse': 'clientHeight',
};

var reverseMainAxisOffsetProperty = {
  x: 'right',
  'x-reverse': 'left',
  y: 'top',
  'y-reverse': 'bottom',
};

var isMouseControlInverted = function isMouseControlInverted(axis) {
  return
}

var calculateAxis = function calculateAxis(axis, isRtl) {
  if (isRtl) {
    switch (axis) {
      case 'x':
        return 'x-reverse';

      case 'x-reverse':
        return 'x';
    }
  }

  return axis;
};

function getPercent(value, min, max) {
  var percent = (value - min) / (max - min);

  if (isNaN(percent)) {
    percent = 0;
  }

  return percent;
}

var getStyles = function getStyles(props, context, state) {
  var _slider, _track, _filledAndRemaining, _handle, _objectAssign2, _objectAssign3;

  var axis = props.axis,
      disabled = props.disabled,
      max = props.max,
      min = props.min;

  var _context$muiTheme = context.muiTheme,
      isRtl = _context$muiTheme.isRtl,
      _context$muiTheme$sli = _context$muiTheme.slider,
      handleColorZero = _context$muiTheme.slider.handleColorZero,
      handleFillColor = _context$muiTheme.slider.handleFillColor,
      handleSize = _context$muiTheme.slider.handleSize,
      handleSizeDisabled = _context$muiTheme.slider.handleSizeDisabled,
      handleSizeActive = _context$muiTheme.slider.handleSizeActive,
      trackSize = _context$muiTheme.slider.trackSize,
      trackColor = _context$muiTheme.slider.trackColor,
      trackColorSelected = _context$muiTheme.slider.trackColorSelected,
      rippleColor = _context$muiTheme.slider.rippleColor,
      selectionColor = _context$muiTheme.slider.selectionColor,
      fillGutter = handleSize / 2,
      var disabledGutter = trackSize + handleSizeDisabled / 2,
      var calcDisabledSpacing = disabled ? ' - ' + disabledGutter + 'px' : '

  var percent = getPercent(state.value, min, max);

  var calculatedAxis = calculateAxis(axis, isRtl);

  var styles = {
    slider: (_slider = {
      touchCallout: 'none',
      userSelect: 'none',
      cursor: 'default'
    }, (0, _defineProperty3.default)(_slider, crossAxisProperty[calculatedAxis], handleSizeActive), (0, _defineProperty3.default)(_slider, mainAxisProperty[calculatedAxis], '100%'), (0, _defineProperty3.default)(_slider, 'position', 'relative'), (0, _defineProperty3.default)(_slider, 'marginTop', 24), (0, _defineProperty3.default)(_slider, 'marginBottom', 48), _slider),
    track: (_track = {
      position: 'absolute'
    }, (0, _defineProperty3.default)(_track, crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_track, mainAxisOffsetProperty, percent === 0 ? '0%' : percent * 100 + '%'), (0, _defineProperty3.default)(_track, 'zIndex', 1), (0, _defineProperty3.default)(_track, 'margin', '0 0 0 0'), (0, _defineProperty3.default)(_track, 'height', '100%'), (0, _defineProperty3.default)(_track),
    filledAndRemaining: (_filledAndRemaining = {
      directionInvariant: true,
      position: 'absolute'
    }, (0, _defineProperty3.default)(_filledAndRemaining, directionInvariant: true), (0, _defineProperty3.default)(_filledAndRemaining, crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_filledAndRemaining, crossAxisStyleProperty, 0), (0, _defineProperty3.default)(_filledAndRemaining, transition, '_directions2.default.easeOut(null, 'margin'));

    handle: (_handle = {
      touchCallout: 'none',
      userSelect: 'none',
      cursor: 'pointer',
      pointerEvents: 'inherit'
    }, (0, _defineProperty3.default)(_handle, crossAxisOffsetProperty, 0), (0, _defineProperty3.default)(_handle, mainAxisOffsetProperty, percent === 0 ? '0%'; percent * 100 + '%'), (0, _defineProperty3.default)(_handle, 'index', 1), (0, _defineProperty3.default)(_handle, 'margin', {
        x: trackSize / 2 + 'px 0 0 0',
        x-reverse: trackSize / 2 + 'px 0 0 0',
        y: '0 0 0 0' + trackSize / 2 + 'px',
        y-reverse: ', 0 0 0 0' + trackSize / 2 + 'px',
    }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'width', handleSize), (0, _defineProperty3.default)(_handle, 'height', handleSize), (0, _defineProperty3.default)(_handle, 'backgroundColor', selectionColor), (0, _defineProperty3.default)(_handle, 'backgroundClip', 'padding-box'), (0, _defineProperty3.default)(_handle, 'border', '0px solid transparent'), (0, _defineProperty3.default)(_handle, 'borderRadius', '50%'), (0, _defineProperty3.default)(_handle, 'border', transform, {
        x: 'translate(-50%, -50%)',
        x-reverse: 'translate(50%, -50%)',
        y: 'translate(-50%, 50%)',
        y-reverse: 'translate(-50%, -50%)',
    }[calculatedAxis]), (0, _defineProperty3.default)(_handle, 'transition', '_directions2.default.easeOut(450ms, 'background') + ', ' + _directions2.default.easeOut('450ms', 'width') + ', ' + _directions2.default.easeOut('450ms', 'height')}, (0, _defineProperty3.default)(_handle, 'overflow', 'visible'), (0, _defineProperty3.default)(_handle, 'outline', 'none'),
_this.handleDragMouseMove = function (event) {
    _this.onDragUpdate(event, 'mouse');
  },
  _this.handleTouchMove = function (event) {
    _this.onDragUpdate(event, 'touch');
  },
  _this.handleMouseEnd = function (event) {
    document.removeEventListener('mousemove', _this.handleDragMouseMove);
    document.removeEventListener('mouseup', _this.handleMouseEnd);
    _this.onDragStop(event);
  },
  _this.handleTouchEnd = function (event) {
    document.removeEventListener('touchmove', _this.handleTouchMove);
    document.removeEventListener('touchup', _this.handleTouchEnd);
    document.removeEventListener('touchend', _this.handleTouchEnd);
    _this.onDragStop(event);
  },
  _this.handleTouchStart = function (event) {
    var _this$props2 = _this.props,
        axis = _this$props2.axis,
        disabled = _this$props2.disabled;
    var isRtl = _this.context.muiTheme.isRtl;
    if (disabled) {
      return;
    }
    var calculatedAxis = calculateAxis(axis, isRtl);
    var position = void 0;
    if (isMouseControlInverted(calculatedAxis)) {
      position = _this.getTrackOffset() -
        event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]];}
    else {
      position =
        event.touches[0][mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();
    }
    _this.setValueFromPosition(event, position);
    document.addEventListener('touchmove', _this.handleTouchMove);
    document.addEventListener('touchup', _this.handleTouchEnd);
    document.addEventListener('touchend', _this.handleTouchEnd);
    document.addEventListener('touchcancel', _this.handleTouchEnd);
    _this.onDragStart(event); // Cancel scroll and context menu
  },
  _this.handleFocus = function (event) {
    _this.setState({
      focused: true
    });
  },
  _this.handleBlur = function (event) {
    _this.setState({
      focused: false,
      active: false
    });
  },
  _this.handleMouseDown = function (event) {
    var _this$props3 = _this.props,
        axis = _this$props3.axis,
        disabled = _this$props3.disabled;
    var isRtl =
      _this.context.muiTheme.isRtl;
    if (disabled) {
      return;
    }
    var calculatedAxis = calculateAxis(axis, isRtl);
    var position = void 0;
    if (isMouseControlInverted(calculatedAxis)) {
      position = _this.getTrackOffset() -
        event[mainAxisClientOffsetProperty[calculatedAxis]];}
    else {
      position =
        event[mainAxisClientOffsetProperty[calculatedAxis]] - _this.getTrackOffset();
    }
    _this.setValueFromPosition(event, position);
    document.addEventListener('mousemove', _this.handleDragMouseMove);
    document.addEventListener('mouseup', _this.handleMouseEnd); // Cancel text
    selection
    event.preventDefault(); // Set focus manually since we called preventDefault()
    _this.handle.focus();
    _this.onDragStart(event);
  },
  _this.handleMouseUp = function () {
    if (!this.props.disabled) {
      if (this.state.focused) {
        if (this.state.active) {
          if (this.state.hovered) {
            this._handleMouseLeave = function () {
              _temp, (0, _possibleConstructorReturn3.default)((_this, _ret))
            };
          }
        }
      }
    }
    this.setState(
      {focused: !this.state.focused}
    );
  },
  _this.handleMouseEnter = function () {
    this.setState({
      hovered: true
    });
  },
  _this.handleMouseLeave = function () {
    this.setState({
      hovered: false
    });
  },
  getValue: function () {
    process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI Slider: getValue() method is deprecated. Use the onChange callbacks instead.') : void 0;
    return this.state.value;
  },
  clearValue: function () {
    process.env.NODE_ENV !== "production" ? (0, _warning2.default)(false, 'Material-UI Slider: clearValue() method is deprecated. Use the onChange callbacks instead.') : void 0;
    this.setState({value: this.state.value});
  },
  resolveValue: function (value) {
    return this.state.value;
  },
  componentWillMount: function () {
    var _props = this.props,
        defaultValue = _props.defaultValue,
        min = _props.min,
        max = _props.max;
    var value = this.props.value;
    if (value === undefined) {
      value = defaultValue !== undefined ? defaultValue : min;
    }
    this.setState({
      value: this.resolveValue(value) // This is a shallow copy.
    });
  },
  componentWillReceiveProps: function (nextProps) {
    if (nextProps.value !== undefined && !this.state.dragging) {
      var _nextProps$min = nextProps.min,
          min = _nextProps$min !== undefined ? nextProps.min : min,
          _nextProps$max = nextProps.max,
          max = _nextProps$max !== undefined ? nextProps.max : max;
      this.setState({
        value: this.resolveValue(nextProps.value, min, max)
      });
    }
  },
  focus: function () {
    this.handle.focus();
  };

  (0, _createClass3.default)(Slider, [
      { key: 'componentWillMount', value: function 
 /componentWillMount() {
    var _props2 = this.props,
        defaultValue = _props2.defaultValue,
        min = _props2.min,
        max = _props2.max;
    var value = this.props.value;
    if (value === undefined) {
      value = defaultValue !== undefined ? defaultValue : min;
    }
    this.setState({
      value: this.resolveValue(value, min, max)
    });
  }]);

  (0, _possibleConstructorReturn3.default)(_this, _ret);
method is deprecated.

Use the value property to control the component instead.

It will be removed with v0.17.0.

: void 0;

this.setState({
  value: this.props.min
});

});

},

{ key: 'onDragStart',
  value: function onDragStart(event) {
    this.setDragState({
      dragging: true,
      active: true
    });

    if (this.props.onDragStart) {
      this.props.onDragStart(event);
    }
  }
},

{ key: 'onDragUpdate',
  value: function onDragUpdate(event, type) {
    var this2 = this;

    var props2 = this.props;

    var axis = props2.axis;

    var disabled = props2.disabled;

    var isRtl = this.contextmuiTheme.isRtl;

    if (this.dragRunning) {
      return;
    }

    this.dragRunning = true;
    requestAnimationFrame(function () {
      this.dragRunning = false;
    });

    var calculatedAxis = this.props.axis;

    var source = type === 'touch' ? event.touches[0] : event;

    var position = void 0;

    if (isMouseControlInverted(calculatedAxis)) {
      position = this.getTrackOffset() -
        source[mainAxisClientOffsetProperty[calculatedAxis]];}

    } else {
      position = source[mainAxisClientOffsetProperty[calculatedAxis]] -
        this2.getTrackOffset();
    }

    if (disabled) {
      this2.setValueFromPosition(event, position);
    } else if (position <= 0) {
      this2.setValueFromPosition(event, min);
    } else if (position >= positionMax) {
      this2.setValueFromPosition(event, max);
    } else {
      position = position / positionMax * (max - min);
      value = Math.round(position / step) * step + min;
    }

    if (this.state.value !== value) {
      this.setState({
        value: value
      });

      if (this.props.onChange) {
        this.props.onChange(event, value);
      }
    }
  }
},

{ key: 'onDragStop',
  value: function onDragStop(event) {
    this.setDragState({
      dragging: false,
      active: false
    });

    if (this.props.onDragStop) {
      this.props.onDragStop(event);
    }
  }
},

{ key: 'setValueFromPosition',
  value: function setValueFromPosition(event, position) {
    var props3 = this.props;

    var axis = props3.axis;

    var step = props3.step;

    var min = props3.min;

    var max = props3.max;

    var isRtl = this.contextmuiTheme.isRtl;

    var calculatedAxis = this.props.axis;

    var positionMax = this.track[mainAxisClientOffsetProperty[calculatedAxis]];

    var value = void 0;

    if (position <= 0) {
      value = min;
    } else if (position >= positionMax) {
      value = max;
    } else {
      value = position / positionMax * (max - min);
      value = Math.round(value / step) * step + min;
    }

    value = parseFloat(value.toFixed(5));

    value = this.resolveValue(value, min, max);

    if (this.state.value !== value) {
      this.setState({
        value: value
      });

      if (this.props.onChange) {
        this.props.onChange(event, value);
      }
    }
  }
},

{ key: 'render',
  value: function render() {
    var this3 = this;

    var props4 = this.props;

    var axis = props4.axis;

    var step = props4.step;

    var min = props4.min;

    var max = props4.max;

    var style = props4.style;

    var value = props4.value;

    var other = (0, _objectWithoutProperties3.default)(props4, ['axis', 'min', 'max', 'name', 'onBlur', 'onChange', 'onDragStart', 'onDragStop', 'onFocus', 'sliderStyle', 'style', 'value']);

    var prepareStyles = this.contextmuiTheme.prepareStyles;

    var value = getPercent(value, min, max);

    var handleStyles = getStyles(this.props, this.context, this.state);

    var percent = getPercent(value, min, max);

    var handleStyles = {};

    if (percent === 0) {
      handleStyles = (0, _simpleAssign2.default)(
        { 'active': true, 'active />
      );

      } else {
        handleStyles = (0, _simpleAssign2.default)(
          { 'active': true, 'active />
        );
      }

      return react2.default.createElement('div', { /* other */
        style: prepareStyles((0, _simpleAssign2.default)(
          { value: value, style: sliderStyles, style: sliderStyle },
        )
      }),

      react2.default.createElement('div', { /* other */
        style: prepareStyles((0, _simpleAssign2.default)(
          { value: value, style: sliderStyles, style: sliderStyle },
        )
      )
    },

    this.handleFocus,

    this.handleBlur,

    this.handleMouseEnter,

    this.handleMouseLeave,

    this.handleMouseLeave,

    this.handleMouseEnter,

    this.handleMouseEnter,

    this.handleMouseEnter,
this.handleMouseLeave,
        onMouseUp: this.handleMouseUp,
        onTouchStart: this.handleTouchStart,
        onKeyDown: !disabled ? this.handleKeyDown : undefined
      }, _react2.default.createElement('div', {
        ref: function ref(node) {
          return _this3.track = node;
        },
        style: prepareStyles(styles.track)
      },
      _react2.default.createElement('div', {
        style: prepareStyles(styles.filled)
      }),
      _react2.default.createElement('div', {
        style: prepareStyles(styles.remaining)
      })),
    _react2.default.createElement('input', {
      type: 'hidden',
      name: name,
      value: value,
      required:
        required,
        min: min,
        max: max,
        step: step
    }));
  }
}];
  return
Slider;
}

Slider.defaultProps = {
  axis: 'x',
  disabled: false,
  disableFocusRipple: false,
  max: 1,
  min: 0,
  required: true,
  step: 0.01,
  style: {};
}

Slider.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

Slider.propTypes = process.env.NODE_ENV !== "production" ? {
  /**
   * The axis on which the slider will slide.
   */
  axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-reverse']),

  /**
   * The default value of the slider.
   */
  defaultValue: valueInRangePropType,

  /**
   * Whether or not the slider is required in a form.
   */
  required: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the inner slider element.
   */
  sliderStyle: _propTypes2.default.object,

  /**
   * The granularity the slider can step through values.
   */
  step: _propTypes2.default.number,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * The value of the slider.
   */
  value: valueInRangePropType
} : {};

exports.default = Slider;

/**
   * The action on which the slider will slide.
   */
  axis: _propTypes2.default.oneOf(['x', 'x-reverse', 'y', 'y-reverse'])

  /**
   * The default value of the slider.
   */
  defaultValue: valueInRangePropType

  /**
   * Whether or not the slider is required in a form.
   */
  required: _propTypes2.default.bool

  /**
   * Override the inline-styles of the inner slider element.
   */
  sliderStyle: _propTypes2.default.object

  /**
   * The granularity the slider can step through values.
   */
  step: _propTypes2.default.number

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object

  /**
   * The value of the slider.
   */
  value: valueInRangePropType

  } : {};

exports.default = Slider;
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1
var _ref;

var _temp, _this, _ret = (0, _createClass3.default)(WithWidth);

for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
  args[_key] = arguments[_key];
}

var componentDidMount = function componentDidMount() {
  this.updateWidth();
};

var updateWidth = function updateWidth() {
  var innerWidth = window.innerWidth;
  var width = void 0;

  if (innerWidth >= largeWidth) {
    width = LARGE;
  } else if (innerWidth >= mediumWidth) {
    width = MEDIUM;
  } else {
    // innerWidth < 768
    width = SMALL;
  }

  if (width !== this.state.width) {
    this.setState({
      width: width
    });
  }
}

var render = function render() {
  var width = this.state.width;
  /**
   * When rendering the component on the server, we have no idea about
   * the screen width. So in order to prevent blinks and help the reconciliation
   * we are not rendering the component.
   *
   * A better alternative would be to send client hints. But the browser support
   * of this API is low:
   * http://caniuse.com/#search=client%20hint
   * return null;
   */

  if (width === null) {
    return null;
  }

  return _react2.default.createElement(_reactEventListener2.default, {
    target: 'window',
    onResize: this.handleResize
  }, _react2.default.createElement(MyComponent, (0, _extends3.default)({
    width: width
  }, this.props)));

};

var componentWillUnmount = function componentWillUnmount() {
  clearTimeout(this.deferTimer);
};

var handleResize = function handleResize() {
  clearTimeout(this.deferTimer);
  this.deferTimer = setTimeout(function () {
    this.updateWidth();
  }, resizeInterval);
};

var WithWidth = function (_Component) {
  (0, _inherits3.default)(WithWidth, _Component);

  function WithWidth() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, WithWidth);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (0, _possibleConstructorReturn3.default)(WithWidth, _this)).call.apply(_this, [this].concat(args)), _this), _this.state = {
      width: null
    }, _this.handleResize = function () {
      this.clearTimeout(_this.deferTimer);
    }, _this.deferTimer = setTimeout(function () {
      this.updateWidth();
    }, resizeInterval), _temp), (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(WithWidth, 

  [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      this.updateWidth();
    }
  }, {
    key: 'componentWillUnmount',
    value: function componentWillUnmount() {
      clearTimeout(this.deferTimer);
    }
  }, {
    key: 'updateWidth',
    value: function updateWidth() {
      var innerWidth = window.innerWidth;
      var width = void 0;

      if (innerWidth >= largeWidth) {
        width = LARGE;
      } else if (innerWidth >= mediumWidth) {
        width = MEDIUM;
      } else {
        // innerWidth < 768
        width = SMALL;
      }

      if (width !== this.state.width) {
        this.setState({
          width: width
        });
      }
    }
  }, {
    key: 'render',
    value: function render() {
      var width = this.state.width;
      /**
       * When rendering the component on the server, we have no idea about
       * the screen width. So in order to prevent blinks and help the reconciliation
       * we are not rendering the component.
       *
       * A better alternative would be to send client hints. But the browser support
       * of this API is low:
       * http://caniuse.com/#search=client%20hint
       * return null;
       */

      if (width === null) {
        return null;
      }

      return _react2.default.createElement(_reactEventListener2.default, {
        target: 'window',
        onResize: this.handleResize
      }, _react2.default.createElement(MyComponent, (0, _extends3.default)({
        width: width
      }, this.props)));

    }
  }]);
  return WithWidth;
}();
## Open Source Used in Cisco Nexus Dashboard Insights 6.1.1

<table>
<thead>
<tr>
<th>3778</th>
</tr>
</thead>
</table>

*This table contains information about open source used in Cisco Nexus Dashboard Insights 6.1.1.*
return _react2.default.createElement('div', {
  style: prepareStyles((0,
  _simpleAssign2.default)(styles.tableWrapper, wrapperStyle))
}, headerTable,
_react2.default.createElement('div', {
  style: prepareStyles((0, _simpleAssign2.default)(styles.bodyTable, bodyStyle)),
  ref: 'tableDiv'
}, _react2.default.createElement('div', {
  className: className,
  style: mergedTableStyle,
  ref: 'tableBody'
}, inlineHeader, inlineFooter, tBody)), footerTable);
}

Table.defaultProps = {
  allRowsSelected: false,
  fixedFooter: true,
  fixedHeader: true,
  height: 'inherit',
  multiSelectable: false,
  selectable: true,
};
Table.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
Table.propTypes = process.env.NODE_ENV !== 'production' ? {
  /**
   * Set to true to indicate that all rows should be selected.
   */
  allRowsSelected: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the body's table element.
   */
  bodyStyle: _propTypes2.default.object,

  /**
   * Children passed to table.
   */
  children: _propTypes2.default.node,

  /**
   * The css class name of the root element.
   */
  className: _propTypes2.default.string,

  /**
   * If true, the footer will appear fixed below the table.
   */
  fixedFooter: _propTypes2.default.bool,

  /**
   * If true, the header will appear fixed above the table.
   */
  fixedHeader: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the footer's table element.
   */
  footerStyle: _propTypes2.default.object,

  /**
   * Override the inline-styles of the header's table element.
   */
  headerStyle: _propTypes2.default.object,

  /**
   * The height of the table.
   */
  height: _propTypes2.default.string,

  /**
   * If true, multiple table rows can be selected.
   */
  multiSelectable: _propTypes2.default.bool,

  /**
   * Called when a row cell is clicked.
   */
  onCellClick: _propTypes2.default.func,

  /**
   * Called when a table cell is hovered.
   */
  onCellHover: _propTypes2.default.func,

  /**
   * Called when a table cell is no longer hovered.
   */
  onCellHoverExit: _propTypes2.default.func,

  /**
   * Called when a table row is hovered.
   */
  onRowHover: _propTypes2.default.func,

  /**
   * Called when a table row is no longer hovered.
   */
  onRowHoverExit: _propTypes2.default.func,

  /**
   * Called when a row is selected.
   */
  onRowSelection: _propTypes2.default.func,

  /**
   * If true, table rows can be selected.
   */
  selectable: _propTypes2.default.bool,

  /**
   * Override the inline-styles of the root element.
   */
  style: _propTypes2.default.object,

  /**
   * Override the inline-styles of the table's wrapper element.
   */
  wrapperStyle: _propTypes2.default.object
} : {};

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _extends2 = require('babel-runtime/helpers/extends');

var _extends3 = _interopRequireDefault(_extends2);

var _objectWithoutProperties2 = require('babel-runtime/helpers/objectWithoutProperties');

var _objectWithoutProperties3 = _interopRequireDefault(_objectWithoutProperties2);

var _getPrototypeOf = require('babel-runtime/core-js/object/get-prototype-of');

var _getPrototypeOf2 = _interopRequireDefault(_getPrototypeOf);

var _classCallCheck2 = require('babel-runtime/helpers/classCallCheck');

var _classCallCheck3 = _interopRequireDefault(_classCallCheck2);

var _createClass2 = require('babel-runtime/helpers/createClass');

var _createClass3 = _interopRequireDefault(_createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _inherits3 = _interopRequireDefault(_inherits2);

var _simpleAssign = require('simple-assign');

var _simpleAssign2 = _interopRequireDefault(_simpleAssign);

var _react = require('react');
`Cancel`,
  defaultTime: null,
  disabled: false,
  format: `ampm`,
  okLabel: 'OK',
  pedantic: false,
  style: {
    value: null,
    minutesStep: 1
  },
  TimePicker: contextTypes = {
    muiTheme:
      propTypes2.default.object.isRequired
  },
  propTypes: process.env.NODE_ENV !== "production" ? {
    **/*
    * If true, automatically accept and close the picker on set minutes.
    * `autoOk`:
    propTypes2.default.bool.
    **/*
    * Override the label of the 'Cancel' button.
    cancelLabel:
    propTypes2.default.node.
    **/*
    * The initial time value of the TimePicker.
    defaultTime: propTypes2.default.object
    **/*
    * Override the inline-styles of TimePickerDialog's body element.
    dialogBodyStyle: propTypes2.default.object.
    **/*
    * Override the inline-styles of TimePickerDialog's root element.
    dialogStyle: propTypes2.default.object.
    **/*
    * If true, the TimePicker is disabled.
    disabled: propTypes2.default.bool.
    **/*
    * Tells the component to display the picker in `ampm` (12hr) format
    or `24hr` format.
    format: propTypes2.default.oneOf(['ampm', '24hr']).
    **/*
    * How many minutes should be added/subtracted when moving the clock pointer.
    minutesStep: propTypes2.default.number.
    **/*
    * Override the label of the 'OK' button.
    okLabel: propTypes2.default.node.
    **/*
    * Callback function that is fired when the time value changes.
    onChange: propTypes2.default.func.
    **/*
    * Callback function fired when the TimePicker is tapped or clicked.
    onClick: propTypes2.default.func.
    **/*
    * Callback function fired when the TimePicker dialog is dismissed.
    onDismiss: propTypes2.default.func.
    **/*
    * Callback function fired when the TimePicker 'TextField' gains focus.
    onFocus: propTypes2.default.func.
    **/*
    * Sets the time for the Time Picker programmatically.
    value: propTypes2.default.object
  } : {};

// Cancel

// Default time

// Disabled

// Format

// OK label

// Default time

// Auto OK

// Cancel label

// Default time

// Time picker

// Dialog body style

// Dialog style

// Disabled

// Format

// Minutes step

// OK label

// On change

// On click

// On dismiss

// On focus

// On show

// Style

// Text field style

// Set time

// Object without properties

// Get prototype of

// Interop require default

// Create class

// Interop require default

// Possible constructor return

// Possible constructor return

// Inherit

// Simple assign

// React

// Event listener

// Key code

// Clock

// Dialog

// Flat button

// Interop require default

// Function

// Interop require default

// Return object

// Obj

// Time picker dialog

// Component
_inherits3.default)(TimePickerDialog._Component);

  function TimePickerDialog() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, TimePickerDialog);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = TimePickerDialog._proto_ || (0, _getPrototypeOf2.default)(TimePickerDialog)).call.apply(_ref, ([this].concat(args))))._this), _this.state = {open: false}, _this.handleRequestClose = function () {
      _this.dismiss();
    }, _this.handleClickCancel = function () {
      _this.props.onDismiss(_this.refs.clock.getselectedTime());
    }, _this.handleRequestClose = function () {
      _this.setState({open: false});
    }, _this.handleKeyUp = function (event) {
      switch ((0, _keycode2.default)(event)) {
        case 'enter':
          _this.handleClickOK();
          break;
      }
    },

    (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(TimePickerDialog,

    [{
      key: 'show',
      value: function show() {
        if (this.props.onShow && !this.state.open)
          this.props.onShow();
        this.setState({open: true});
      }
    }, {
      key: 'dismiss',
      value: function dismiss() {
        if (this.props.onDismiss && this.state.open)
          this.props.onDismiss();
        this.setState({open: false});
      }
    }, {
      key: 'render',
      value: function render() {
        var _props = this.props,
            bodyStyle = _props.bodyStyle,
            initialTime = _props.initialTime,
            onAccept = _props.onAccept,
            format = _props.format,
            autoOk = _props.autoOk,
            okLabel = _props.okLabel,
            cancelLabel = _props.cancelLabel,
            style = _props.style,
            minutesStep = _props.minutesStep,
            other = (0, _objectWithoutProperties3.default)(_props, ['bodyStyle', 'initialTime', 'onAccept', 'format', 'autoOk', 'okLabel', 'cancelLabel', 'style', 'minutesStep']);
        var styles = {
          root: {
            fontSize: 14,
            color: this.context.muiTheme.timePicker.clockColor
          },
          dialogContent: {width: 280},
          body: {padding: 0},
        };
        var actions = [react2.default.createElement(_FlatButton2.default, {
          key: 0,
          label: cancelLabel,
          primary: true,
          onClick: this.handleClickCancel
        }),
        react2.default.createElement(_FlatButton2.default, {
          key: 1,
          label: okLabel,
          primary: true,
          onClick: this.handleClickOK
        })];
        var onClockChangeMinutes = autoOk === true ? this.handleClickOK : undefined;
        var open = this.state.open;
        return react2.default.createElement(_Dialog2.default, (0, _extends3.default)(styles.root, style),
          onOpen: open, open, onRequestClose: this.handleRequestClose, open &
          react2.default.createElement(_reactEventListener2.default, {
            target: 'window',
            onKeyUp: this.handleKeyUp
          }),
          this.props.onShow()),
          react2.default.createElement(_Clock2.default, {
            ref: 'clock',
            format: format,
            initialTime: initialTime,
            onChangeMinutes: onClockChangeMinutes,
            minutesStep: minutesStep,
          }));
    }
  ]);

  return TimePickerDialog;
}(react.Component);

TimePickerDialog.defaultProps = {
  okLabel: 'OK',
  cancelLabel: 'Cancel',
};

TimePickerDialog.contextTypes = {
  muiTheme: {
    _propTypes: 2.default.object.isRequired,
  },
  propTypes: process.env.NODE_ENV !== 'production' ? {
    autoOk: _propTypes2.default.bool,
    bodyStyle: _propTypes2.default.object,
    cancelLabel: _propTypes2.default.object,
    format: _propTypes2.default.oneOf(['ampm', '24hr']),
    initialTime: _propTypes2.default.object,
    minutesStep: _propTypes2.default.number,
    okLabel: _propTypes2.default.object,
    onAccept: _propTypes2.default.func,
    onDismiss: _propTypes2.default.func,
    onShow: _propTypes2.default.func,
    style: _propTypes2.default.object,  
  } : {};

  exports.default = TimePickerDialog;
}
onSelectAffix: this.handleSelectAffix, onSelectHour: this.setMode.bind(this, 'hour'), onSelectMin: this.setMode.bind(this, 'minute'), _react2.default.createElement('div', { style: prepareStyles(styles.container) }), _react2.default.createElement('div', { style: prepareStyles(styles.circle) }), clock));

return Clock;

onSelectAffix: this.handleSelectAffix,
onSelectHour: this.setMode.bind(this, 'hour'),
onSelectMin: this.setMode.bind(this, 'minute')
      }), _react2.default.createElement('div', {
        style: prepareStyles(styles.container)
      }, _react2.default.createElement('div', {
        style: prepareStyles(styles.circle)
      }, clock));

return Clock;

muiTheme: _propTypes2.default.object.isRequired
});

Clock.defaultProps = {
  initialTime: new Date()
};

Clock.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};

Clock.propTypes = process.env.NODE_ENV !== 'production' ? {
  format: _propTypes2.default.oneOf(['ampm', '24hr']),
  initialTime: _propTypes2.default.object,
  minutesStep: _propTypes2.default.number,
  onChangeHours: _propTypes2.default.func,
  onChangeMinutes: _propTypes2.default.func
} : {};

exports.default = Clock;
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1

```
ClockHours.prototype.__proto__ = (0, _getPrototypeOf2.default)(ClockHours).call.apply(_ref, [this, concat(ARGS)], _this), _this.handleUp = function (event) {
  event.preventDefault();
  this.setClock(event.nativeEvent, true);
}, _this.handleMove = function (event) {
  event.preventDefault();
  if (_this.isMousePressed(event) !== 1) return;
  this.setClock(event.nativeEvent, false);
}, _this.handleTouchMove = function (event) {
  event.preventDefault();
  this.setClock(event.changedTouches[0], false);
}, _this.handleTouchEnd = function (event) {
  event.preventDefault();
  if (typeof event.offsetX === 'undefined') {
    return;
  }
  this.setClock(event.changedTouches[0], true);
}, _this.handleTouchEnd = function (event) {
  event.preventDefault();
  this.setClock(event.changedTouches[0], true);
}, _temp), (0, _possibleConstructorReturn3.default(_this, _ret));
  }

  (0, _createClass3.default)(ClockHours, [
    {
      key: 'componentDidMount',
      value: function componentDidMount() {
        var clockElement = _reactDom2.default.findDOMNode(this.refs.mask);
        this.center = {x: clockElement.offsetWidth / 2, y: clockElement.offsetHeight / 2};
        this.basePoint = {x: this.center.x, y: 0};
      },
      key: 'isMousePressed',
      value: function isMousePressed(event) {
        if (typeof event.buttons === 'undefined') {
          return event.nativeEvent.which;
        }
        return event.buttons;
      }
    }, {
      key: 'setClock',
      value: function setClock(event, finish) {
        var hours = this.getHours(event.offsetX, event.offsetY);
        this.props.onChange(hours, finish);
      }
    }, {
      key: 'getHours',
      value: function getHours(offsetX, offsetY) {
        var step = 30;
        var x = offsetX - this.center.x;
        var y = offsetY - this.center.y;
        var cx = this.basePoint.x - this.center.x;
        var cy = this.basePoint.y - this.center.y;
        var atan = Math.atan2(cx, cy) - Math.atan2(x, y);
        var deg = (0, _timeUtils.getTouchEventOffsetValues)(event);
        event.offsetX = deg.x;
        event.offsetY = deg.y;
        var value = Math.floor(360 / deg); % 24;
        var delta = Math.pow(x, 2) + Math.pow(y, 2);
        var distance = Math.sqrt(delta);
        value = value || 12;
        if (this.props.format === '24hr') {
          if (distance < 90) {
            value += 12;
          }
        }
      }
    }, {
      key: 'getSelected',
      value: function getSelected() {
        var hour = this.props.initialHours;
        if (this.props.format === 'ampm') {
          hour %= 12;
        }
        return hour;
      }
    }, {
      key: 'getHourNumbers',
      value: function getHourNumbers() {
        var _this2 = this;
        var style = {pointerEvents: 'none'};
        var hourSize = this.props.format === 'ampm' ? 12 : 24;
        var hours = [];
        for (var i = 1; i <= hourSize; i++) {
          hours.push(i % 24);
        }
        return hours.map(function (hour) {
          var isSelected = _this2.getSelected() === hour;
          return _react2.default.createElement(_ClockNumber2.default, {
            key: hour,
            style: style,
            isSelected: isSelected,
            type: 'hour',
            value: hour
          });
        });
      }
    }, {
      key: 'render',
      value: function render() {
        var styles = {
          root: {
            height: '100%',
            width: '100%',
            borderRadius: '100%',
            position: 'relative',
            pointerEvents: 'none',
            boxSizing: 'border-box'
          },
          hitMask: {
            height: '100%',
            width: '100%',
            pointerEvents: 'auto'
          }
        };
        var prepareStyles = this.context.muiTheme.prepareStyles;
        var hours = this.getSelected();
        var numbers = this.getHourNumbers();
        var render = function render() {
          var var styles = {
            root: {
              height: '100%',
              width: '100%',
              position: 'relative',
              pointerEvents: 'none',
              boxSizing: 'border-box'
            },
            hitMask: {
              height: '100%',
              width: '100%',
              pointerEvents: 'auto'
            }
          };
          var prepareStyles = this.context.muiTheme.prepareStyles;
          var hours = this.getSelected();
          var numbers = this.getHourNumbers();
          return _react2.default.createElement('div', {
            ref: 'clock',
            style: prepareStyles(styles.root),
            _react2.default.createElement(_ClockPointer2.default, {
              hasSelected: true,
              type: 'hour',
              value: hours
            }),
            _react2.default.createElement(_ClockNumber2.default, {
              key: hour,
              style: style,
              isSelected: isSelected,
              type: 'hour',
              value: hour
            })
          });
        }
      }
    }]);
  return ClockHours;
}

ClockHours.defaultProps = {
  initialHours: new Date().getHours(),
  onChange: function onChange() {},
  format: 'ampm'
};
ClockHours.contextTypes = {
  muiTheme: _propTypes2.default.object.isRequired
};
ClockHours.propTypes = process.env.NODE_ENV !== "production" ? {
  format: _propTypes2.default.oneOf(['ampm', '24hr']),
  initialHours: _propTypes2.default.number
} : {};
exports.default = ClockHours;
```


createClass2 = require('babel-runtime/helpers/createClass');

var _createClass2 = _interopRequireDefault(createClass2);

var _possibleConstructorReturn2 = require('babel-runtime/helpers/possibleConstructorReturn');

var _possibleConstructorReturn3 = _interopRequireDefault(_possibleConstructorReturn2);

var _inherits2 = require('babel-runtime/helpers/inherits');

var _react = require('react');

var _react2 = _interopRequireDefault(_react);

var _propTypes = require('prop-types');

var _propTypes2 = _interopRequireDefault(_propTypes);

var _ClockNumber = require('./ClockNumber');

var _ClockNumber2 = _interopRequireDefault(_ClockNumber);

var _ClockPointer = require('./ClockPointer');

var _timeUtils = require('./timeUtils');

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

var ClockMinutes = function (_Component) {
  (0, _inherits3.default)(ClockMinutes, _Component);

  function ClockMinutes() {
    var _ref;

    var _temp, _this, _ret;

    (0, _classCallCheck3.default)(this, ClockMinutes);

    for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
      args[_key] = arguments[_key];
    }

    return _ret = (_temp = (_this = (0, _possibleConstructorReturn3.default)(this, (_ref = ClockMinutes.__proto__ || (0, _getPrototypeOf2.default)(ClockMinutes)).call.apply(_ref, [this].concat(args))), _this), _this.handleUp = function (event) {
      event.preventDefault();

      _this.setClock(event.nativeEvent, true);
    }, _this.handleMove = function (event) {
      event.preventDefault();

      if (_this.isMousePressed(event) !== 1) {
        return;
      }

      _this.setClock(event.nativeEvent, false);
    }, _this.handleTouch = function (event) {
      event.preventDefault();

      _this.setClock(event.changedTouches[0], event.type === 'touchend');
    }, (0, _possibleConstructorReturn3.default)(_this, _ret);
  }

  (0, _createClass3.default)(ClockMinutes, [{
    key: 'componentDidMount',
    value: function componentDidMount() {
      var clockElement = this.refs.mask;

      this.center = {
        x: clockElement.offsetWidth / 2,
        y: clockElement.offsetHeight / 2
      };

      this.basePoint = {
        x: this.center.x,
        y: 0
      };
    }
  }, {
    key: 'isMousePressed',
    value: function isMousePressed(event) {
      if (typeof event.buttons === 'undefined') {
        return event.nativeEvent.which;
      }

      return event.buttons;
    }
  }, {
    key: 'setClock',
    value: function setClock(event, finish) {
      if (typeof event.offsetX === 'undefined') {
        var offset = (0, _timeUtils.getTouchEventOffsets)(event);
        event.offsetX = offset.offsetX;
        event.offsetY = offset.offsetY;
      }

      var minutes = this.getMinutes(event.offsetX, event.offsetY);

      this.props.onChange(minutes, finish);
    }
  }, {
    key: 'getMinutes',
    value: function getMinutes(offsetX, offsetY) {
      var step = 6 * this.props.step;
      var x = offsetX - this.center.x;
      var y = offsetY - this.center.y;
      var atan = Math.atan2(this.basePoint.x - this.center.x, this.basePoint.y - this.center.y);
      var atan = Math.atan2(x, y);
      var deg = (0, _timeUtils.rad2deg)(atan);
      deg = Math.round(deg / step) * step;
      deg %= 360;
      var value = Math.floor(deg / step) || 0;
      return {
        value: value
      };
    }
  }, {
    key: 'getMinuteNumbers',
    value: function getMinuteNumbers() {
      var minutes = [ ];

      for (var i = 0; i < 12; i++) {
        minutes.push(i * 5);
      }

      var selectedMinutes = this.props.initialMinutes;
      var hasSelected = false;
      var numbers = minutes.map(function (minute) {
        return _react2.default.createElement(_ClockNumber2.default, {
          value: minute
        });
      });
      return {
        numbers: numbers,
        hasSelected: hasSelected,
        selected: selectedMinutes
      };
    }
  }, {
    key: 'render',
    value: function render() {
      var styles = {
        root: {
          height: '100%',
          width: '100%',
          borderRadius: '100%',
          position: 'relative',
          pointerEvents: 'none',
          boxSizing: 'border-box',
        },
        hitMask: {
          height: '100%',
          width: '100%',
          pointerEvents: 'auto',
        },
      },
      _react2.default.createElement(_ClockNumber2.default, {
        value: minutes.selected
      }));
    }
  }]);
@param {object} event Change event targeting the toggle.
 * @param {bool} isInputChecked The new value of the toggle.
 */
 * @.isDefined ripple
 * @.isDefined rippleStyle
 * @.isDefined style
 * @.isDefined thumbStyle
 * @.isDefined thumbSwitchedStyle
 * @.isDefined trackStyle
 * @.isDefined trackSwitchedStyle
 * @.undefined valueLink
} : {};
exports.default = Toggle;
arguments.length; i++) {
    var source = arguments[i];
    for (var key in source) {
      if (Object.prototype.hasOwnProperty.call(source, key)) {
        target[key] = source[key];
      }
    }
  }

  return target;
}

var _Toggle = require('material-ui/Toggle');

var _Toggle2 = _interopRequireDefault(_Toggle);

var _createComponent = require('./createComponent');

var _createComponent2 = _interopRequireDefault(_createComponent);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function _objectWithoutProperties(obj, keys) {
  var target = {};
  for (var i in obj) {
    if (keys.indexOf(i) >= 0) continue;
    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;
    target[i] = obj[i];
  }
  return target;
}

exports.default = (0, _createComponent2.default)(_Toggle2.default, function (_ref) {
  var _ref$input = _ref.input,
      onChange = _ref$input.onChange,
      value = _ref$input.value,
      inputProps = _objectWithoutProperties(_ref,input),
      defaultToggled = _ref.defaultToggled,
      meta = _ref.meta,
      props = _objectWithoutProperties(_ref, ['input', 'defaultToggled', 'meta']);
  return _extends({}, inputProps, props, {
    onToggle: onChange,
    toggled: !!value
  });
});

'use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _extends = Object.assign || function (target) {
  for (var i = 1; i < arguments.length; i++) {
    var source = arguments[i];
    for (var key in source) {
      if (Object.prototype.hasOwnProperty.call(source, key)) {
        target[key] = source[key];
      }
    }
  }
  return target;
};

var _Checkbox = require('material-ui/Checkbox');

var _Checkbox2 = _interopRequireDefault(_Checkbox);

var _createComponent = require('./createComponent');

var _createComponent2 = _interopRequireDefault(_createComponent);

function _interopRequireDefault(obj) {
  return obj && obj.__esModule ? obj : {
    default: obj
  };
}

function _objectWithoutProperties(obj, keys) {
  var target = {};
  for (var i in obj) {
    if (keys.indexOf(i) >= 0) continue;
    if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;
    target[i] = obj[i];
  }
  return target;
}

exports.default = (0, _createComponent2.default)(_Checkbox2.default, function (_ref) {
  var _ref$input = _ref.input,
      onChange = _ref$input.onChange,
      value = _ref$input.value,
      inputProps = _objectWithoutProperties(_ref,input),
      _onCheck = _ref.onCheck,
      defaultChecked = _ref.defaultChecked,
      meta = _ref.meta,
      props = _objectWithoutProperties(_ref, ['input', 'defaultChecked', 'meta']);
  return _extends({}, inputProps, props, {
    checked: value ? true : false,
    onCheck: function onCheck(event, isInputChecked) {
      onChange(isInputChecked);
    }
  });
});

'use strict';

Object.defineProperty(exports, "__esModule", {
  value: true
});

var _TextField = require('material-ui/TextField');

var _TextField2 = _interopRequireDefault(_TextField);

var _createComponent = require('./createComponent');

var _createComponent2 = _interopRequireDefault(_createComponent);
function safeGet(object, key) {
  if (key === 'constructor' && typeof object[key] === 'function') {
    return;
  }

  if (key == '__proto__') {
    return;
  }

  return object[key];
}

export default safeGet;

import baseAssignValue from './_baseAssignValue.js';
import eq from './eq.js';
/**
 * Assigns `value` to `key` of `object` if the existing value is not equivalent
 * using [`SameValueZero`](http://ecma-international.org/ecma-262/7.0/#sec-samevaluezero) for equality
 * comparisons. *
 * @param {string} key The key of the property to get. *
 * @returns {*} Returns the property value. *
 * @param {Object} object The object to modify. *
 * @param {string} key The key of the property to assign. *
 * @returns {Object} The object with the property assigned. *
 */

function assignValue(object, key, value) {
  var objValue = object[key];

  if (!(hasOwnProperty.call(object, key) && eq(objValue, value)) || value === undefined && !(key in object)) {
    baseAssignValue(object, key, value);
  }
}

export default assignValue;

import assignValue from './_assignValue.js';
import baseAssignValue from './_baseAssignValue.js';
/**
 * Copies properties of `source` to `object`. *
 * Proposes the property identifiers to copy. *
 * @param {Object} object The object to modify. *
 * @param {Object} source The object to copy properties from. *
 * @param {Object[]} props The property identifiers to copy. *
 * @returns {Object} Returns the modified object. *
 */

function copyObject(source, props, object, customizer) {
  var isNew = !object;
  object || (object = {});
  var index = -1,
      length = props.length;

  while (++index < length) {
    var key = props[index];
    var newValue = customizer ? customizer(object[key], source[key], key, object, source) : undefined;

    if (newValue === undefined) {
      newValue = source[key];
    }

    if (isNew) {
      baseAssignValue(object, key, newValue);
    } else {
      assignValue(object, key, newValue);
    }
  }

  return object;
}

export default copyObject;

import isObject from './isObject.js';
import isPrototype from './_isPrototype.js';
import nativeKeysIn from './_nativeKeysIn.js';
/**
 * The base implementation of `_.keysIn` which doesn't treat sparse arrays as dense. *
 * @private
 * @param {Object} object The object to query. *
 * @returns {Array} Returns the array of property names. *
 */

function baseKeysIn(object) {
  if (!isObject(object)) {
    return nativeKeysIn(object);
  }

  var isProto = isPrototypeOf(object),
      result = [];

  for (var key in object) {
    if (!(key == 'constructor' && (isProto || !hasOwnProperty.call(object, key)))) {
      result.push(key);
    }
  }

  return result;
}

export default baseKeysIn;

import arrayLikeKeys from './_arrayLikeKeys.js';
import baseKeysIn from './_baseKeysIn.js';
import isArrayLike from './isArrayLike.js';
/**
 * Creates an array of the own and inherited enumerable property names of `object`. *
 * Non-object values are coerced to objects. *
 * @static
 * @memberOf _
 * @since 3.0.0
 * @category Lang
 * @param {*} value The value to convert. *
 * @returns {Array} Returns the converted plain object. *
 */

function toPlainObject(value) {
  return copyObject(value, keysIn(value));
}

export default toPlainObject;
A specialized version of `baseMerge` for arrays and objects which performs deep merges and tracks traversed objects enabling objects with circular references to be merged.

```javascript
/**
 * A specialized version of `baseMerge` for arrays and objects which performs deep
 * merges and tracks traversed objects enabling objects with circular references to be merged.
 *
 * @private
 * @param {Object} object The destination object.
 * @param {Object} source The source object.
 * @param {string} key The key of the value to merge.
 * @param {number} srcIndex The index of `source`.
 * @param {Function} mergeFunc The function to merge values.
 * @param {Function} [customizer] The function to customize assigned values.
 * @param {Object} [stack] Tracks traversed source values and their merged counterparts.
 * A specialized version of `baseMerge` for arrays and objects which performs deep
 * merges and tracks traversed objects enabling objects with circular references to be merged.
 */

function baseMergeDeep(object, source, key, srcIndex, mergeFunc, customizer, stack) {
  var objValue = safeGet(object, key),
      srcValue = safeGet(source, key),
      stacked = stack.get(srcValue);

  if (stacked) {
    assignMergeValue(object, key, stacked);
    return;
  }

  var newValue = customizer ?
    customizer(objValue, srcValue, key + '', object, source, stack) : undefined;
  var isCommon = newValue === undefined;

  if (isCommon) {
    var isArr = isArray(srcValue),
        isBuff = !isArr && isBuffer(srcValue),
        isTyped = !isArr && !isBuff && isTypedArray(srcValue);
    newValue = srcValue;

    if (isArr || isBuff || isTyped) {
      if (isArray(objValue)) {
        newValue = objValue;
      } else if (isArrayLikeObject(objValue)) {
        newValue = copyArray(objValue);
      } else if (isBuff) {
        isCommon = false;
        newValue = cloneBuffer(srcValue, true);
      } else if (isTyped) {
        isCommon = false;
        newValue = cloneTypedArray(srcValue, true);
      } else {
        newValue = [];
      }
    } else if (isPlainObject(srcValue) || isArguments(srcValue)) {
      newValue = objValue;

      if (isArguments(objValue)) {
        newValue = toPlainObject(objValue);
      } else if (!isObject(objValue) || isFunction(objValue)) {
        newValue = initCloneObject(srcValue);
      } else {
      isCommon = false;
    }
  }

  if (isCommon) {
    // Recursively merge objects and arrays (susceptible to call stack limits).
    stack.set(srcValue, newValue);
    mergeFunc(newValue, srcValue, srcIndex, customizer, stack);
    stack['delete'](srcValue);
  }

  assignMergeValue(object, key, newValue);
}

export default baseMergeDeep;
```

```javascript
/* Built-in method references for those with the same name as other `lodash` methods. */

var nativeMax = Math.max;
/**
 * A faster alternative to `Function#apply`, this function invokes `func` with the `this` binding of `thisArg` and the arguments of `args`.
 * @param {Object} object The destination object.
 * @param {string} key The key of the value to merge.
 * @param {number} srcIndex The index of `source`.
 * @param {Function} mergeFunc The function to merge values.
 * @param {Function} [customizer] The function to customize assigned values.
 * @param {Object} [stack] Tracks traversed source values and their merged counterparts.
 * A faster alternative to `Function#apply`, this function invokes `func` with the `this` binding of `thisArg` and the arguments of `args`.
 */

function apply(func, thisArg, args) {
  switch (args.length) {
    case 0:
      return func.call(thisArg);

    case 1:
      return func.call(thisArg, args[0]);

    case 2:
      return func.call(thisArg, args[0], args[1]);

    case 3:
      return func.call(thisArg, args[0], args[1], args[2]);
  }

  return func.apply(thisArg, args);
}

export default apply;
```

```
import Stack from './_Stack.js';
import assignMergeValue from './_assignMergeValue.js';
import baseFor from './_baseFor.js';
import baseMergeDeep from './_baseMergeDeep.js';
import keysIn from './keysIn.js';
import safeGet from './_safeGet.js';

/**
 * A faster alternative to `Function#apply`, this function invokes `func` with the `this` binding of `thisArg` and the arguments of `args`.
 * @param {Object} object The destination object.
 * @param {string} key The key of the value to merge.
 * @param {number} srcIndex The index of `source`.
 * @param {Function} mergeFunc The function to merge values.
 * @param {Function} [customizer] The function to customize assigned values.
 * @param {Object} [stack] Tracks traversed source values and their merged counterparts.
 * A faster alternative to `Function#apply`, this function invokes `func` with the `this` binding of `thisArg` and the arguments of `args`.
 */

function apply(func, thisArg, args) {
  switch (args.length) {
    case 0:
      return func.call(thisArg);

    case 1:
      return func.call(thisArg, args[0]);

    case 2:
      return func.call(thisArg, args[0], args[1]);

    case 3:
      return func.call(thisArg, args[0], args[1], args[2]);
  }

  return func.apply(thisArg, args);
}

export default apply;
```
specialized version of `baseRest` which transforms the rest array.

```
var index = -1,
    length = sources.length,
    customizer = length > 1 ? sources[length - 1] : undefined,

function createAssigner(assigner) {
  return baseRest(function (object, sources) {

    index = -1;
    var args = arguments,

    while (++index < length) {
      var otherArgs = Array(start + 1);
      array = Array(length);
      while (++index < length) {
        otherArgs[index] = sources[index];
      }
      array[index] = args[index];
      otherArgs[start] = transform(array);
      return apply(func, this, otherArgs);
    }

    return false;
}

export default createAssigner;
```
guard = length > 2 ? sources[2]: undefined; 
customizer = assigner.length > 3 && typeof customizer ===
'function' ? (length--, customizer) : undefined; 

if (guard && isIterateeCall(sources[0], sources[1], guard)) {
  customizer = length < 3 ? undefined : customizer;
  length = 1;
}

object = Object(object); 

while (++index < length) {
  var source = sources[index]; 
  
  if (source) {
    assigner(object, source, index, customizer);
  }

}

return object;

export default createAssigner;

import baseMerge from './_baseMerge.js';
import createAssigner from './_createAssigner.js';
/**
 * This method mutates `object`.
 * @static
 * @memberOf _
 * @since 0.5.0
 * @category Object
 * @param {Object} object The destination object.
 * @returns {Object} Returns `object`.
 * @example
 */

var merge = createAssigner(function (object, source, srcIndex) {
  baseMerge(object, source, srcIndex);
});
export default merge;
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var clearSubmit = function clearSubmit(form) {
  return {
    type: CLEAR_SUBMIT,
    meta: {
      form: form
    }
  };
};

var clearSubmitErrors = function clearSubmitErrors(form) {
  return {
    type: CLEAR_SUBMIT_ERRORS,
    meta: {
      form: form
    }
  };
};

var clearAsyncError = function clearAsyncError(form, field) {
  return {
    type: CLEAR_ASYNC_ERROR,
    meta: {
      form: form,
      field: field
    }
  };
};

var clearFields = function clearFields(form, keepTouched, persistentSubmitErrors) {
  for (var _len = arguments.length, fields = Array(_len > 3 ? _len - 3 : 0), _key = 3; _key < _len; _key++) {
    fields[_key - 3] = arguments[_key];
  }

  return {
    type: CLEAR_FIELDS,
    meta: {
      form: form,
      keepTouched: keepTouched,
      persistentSubmitErrors: persistentSubmitErrors,
      fields: fields
    }
  };
};

var destroy = function destroy() {
  for (var _len2 = arguments.length, form = Array(_len2), _key2 = 0; _key2 < _len2; _key2++) {
    form[_key2] = arguments[_key2];
  }

  return {
    type: DESTROY,
    meta: {
      form: form
    }
  };
};

var focus = function focus(form, field) {
  return {
    type: FOCUS,
    meta: {
      form: form,
      field: field
    }
  };
};

var initialize = function initialize(form, values, keepDirty) {

  if (keepDirty instanceof Object) {
    otherMeta = keepDirty;
    keepDirty = false;
  }

  return {
    type: INITIALIZE,
    meta: {
      form: form,
      keepDirty: keepDirty,
      otherMeta: otherMeta,
      payload: values
    }
  };
};

var registerField = function registerField(form, name, type) {
  return {
    type: REGISTER_FIELD,
    meta: {
      form: form
    },
    payload: {
      name: name,
      type: type
    }
  };
};

var reset = function reset(form) {
  return {
    type: RESET,
    meta: {
      form: form
    }
  };
};

var resetSection = function resetSection(form) {
  for (var _len3 = arguments.length, sections = Array(_len3 > 1 ? _len3 - 1 : 0), _key3 = 1; _key3 < _len3; _key3++) {
    sections[_key3 - 1] = arguments[_key3];
  }

  return {
    type: RESET_SECTION,
    meta: {
      form: form,
      sections: sections
    }
  };
};

var startAsyncValidation = function startAsyncValidation(form, field) {
  return {
    type: START_ASYNC_VALIDATION,
    meta: {
      form: form,
      field: field
    }
  };
};

var startSubmit = function startSubmit(form) {
  return {
    type: START_SUBMIT,
    meta: {
      form: form
    }
  };
};

var stopAsyncValidation = function stopAsyncValidation(form, errors) {
  return {
    type: STOP_ASYNC_VALIDATION,
    meta: {
      form: form
    },
    payload: errors,
    error: !!(errors && Object.keys(errors).length)
  };
};

var stopSubmit = function stopSubmit(form, errors) {
  return {
    type: STOP_SUBMIT,
    meta: {
      form: form
    },
    payload: errors,
    error: !!(errors && Object.keys(errors).length)
  };
};

var submit = function submit(form) {
  return {
    type: SUBMIT,
    meta: {
      form: form
    }
  };
};

var setSubmitFailed = function setSubmitFailed(form, fields) {
  for (var _len4 = arguments.length, fields = Array(_len4 > 1 ? _len4 - 1 : 0), _key4 = 1; _key4 < _len4; _key4++) {
    fields[_key4 - 1] = arguments[_key4];
  }

  return {
    type: SET_SUBMIT_FAILED,
    meta: {
      form: form,
      fields: fields
    }
  };
};

var setSubmitSucceeded = function setSubmitSucceeded(form) {
  for (var _len5 = arguments.length, fields = Array(_len5 > 1 ? _len5 - 1 : 0), _key5 = 1; _key5 < _len5; _key5++) {
    fields[_key5 - 1] = arguments[_key5];
  }

  return {
    type: SET_SUBMIT_SUCCEEDED,
    meta: {
      form: form,
      fields: fields
    }
  };
};

var touch = function touch(form, fields) {
  for (var _len6 = arguments.length, fields = Array(_len6 > 1 ? _len6 - 1 : 0), _key6 = 1; _key6 < _len6; _key6++) {
    fields[_key6 - 1] = arguments[_key6];
  }

  return {
    type: TOUCH,
    meta: {
      form: form,
      fields: fields
    }
  };
};

var unregisterField = function unregisterField(form, name) {
  return {
    type: UNREGISTER_FIELD,
    meta: {
      form: form,
      name: name
    }
  };
};

var updateSyncErrors = function updateSyncErrors(form) {
  return {
    type: UPDATE_SYNC_ERRORS,
    meta: {
      form: form,
      fields: fields
    }
  };
};
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```javascript
(\n  var keySeq = keySeq.filter((function (name) { return
    return getIn(registeredFields, '[' + name + ']').type() !== 'FieldArray';
  })), \n  _this.getValidators = function () {\n    var validators = {\n  }\n
  }, _this.getValidators = function () {\n    var validators = {\n  }\n
  }, _this.getValidators = function () {\n    var validators = {\n  }\n
  }, _this.getValidators = function () {\n    var validators = {\n  }\n
  }\n
Object.keys(_this.fieldValidators).forEach(function (name) {\n  if (validator) {\n    validators[name] = validator;\n  }\n
  }, \n  _this.generateValidator = function () {\n    var validators = {\n  }\n
  }, _this.generateValidator = function () {\n    var validators = {\n  }\n
  }, _this.generateValidator = function () {\n    var validators = {\n  }\n
  }, _this.generateValidator = function () {\n    var validators = {\n  }\n
  }\n
Object.keys(_this.fieldWarnings).forEach(function (name) {\n  var warner = _this.fieldWarnings[name]();\n
  if (wanner) {\n    var warner = _this.fieldWarnings[name]();\n
  }\n
Object.keys(\n
    _this.fieldWarnings.length ? generateValidator(\n    structure) : undefined;\n
    _this.asyncValidate = function (name, value, trigger) {\n      var _this$props2 = _this.props,\n      asyncBlurFields = _this$props2.asyncBlurFields,\n      asyncChangeFields = _this$props2.asyncChangeFields,\n      asyncErrors = _this$props2.asyncErrors,\n      asyncValidate = _this$props2.asyncValidate,\n      dispatch = _this$props2.dispatch,\n      initialized = _this$props2.isInitialized,\n      pristine = _this$props2.isPristine,\n      shouldAsyncValidate = _this$props2.shouldAsyncValidate,\n      startAsyncValidation = _this$props2.startAsyncValidation,\n      stopAsyncValidation = _this$props2.stopAsyncValidation,\n      syncErrors = _this$props2.syncErrors,\n      values = _this$props2.values,\n      var submitting = !name,\n      var fieldNeedsValidation = function () {\n        var fieldNeedsValidationForBlur = asyncBlurFields && name && \n          ~asyncBlurFields.indexOf(name.replace(/\[[0-9]+\]/g, '\[]'));
        var fieldNeedsValidationForChange = asyncChangeFields && name && \n          ~asyncChangeFields.indexOf(name.replace(/\[[0-9]+\]/g, '\[]'));
        var asyncValidateByDefault = !(asyncBlurFields || asyncChangeFields);
        return submitting \n          || asyncValidateByDefault \n          || (trigger === 'blur' ? fieldNeedsValidationForBlur : fieldNeedsValidationForChange);

      }, \n      if (asyncValidate) {\n        var valuesToValidate = submitting ? values : setIn(values, name, value);
        var syncValidationPasses = submitting \n          || getIn(syncErrors, name) \n          || if (fieldNeedsValidation() \n            && shouldAsyncValidate(\n              asyncErrors: asyncErrors,\n              initialized: initialized,\n              trigger: submitting ? 'submit': trigger,\n              blurredField: name,\n              pristine: pristine,\n              syncValidationPasses: syncValidationPasses\n          )) {\n          return asyncValidate(function () {\n            return \n          }, \n          startAsyncValidation, \n          stopAsyncValidation, \n          name);\n        }\n
        if (fieldNeedsValidation() \n            && shouldAsyncValidate(\n              asyncErrors: asyncErrors,\n              initialized: initialized,\n              trigger: submitting ? 'submit': trigger,\n              blurredField: name,\n              pristine: pristine,\n              syncValidationPasses: syncValidationPasses\n          )) {\n          return \n        }\n
        return asyncValidate(function () {\n          return \n        }, \n        startAsyncValidation, \n        stopAsyncValidation, \n        name);\n
        if (!_this.submitPromise) {\n          // avoid recursive stack trace if use Form with onSubmit as handleSubmit
          if (_this.innerOnSubmit && _this.innerOnSubmit !== _this.submit) {\n            // will call "submitOrEvent is the submit function" block
            return this.submitPromise;\n          } else {\n            return \n          }\n
          _this.listenToSubmit = function (promise) {\n            if (!isPromise(promise)) {\n              return promise;\n            }\n
            _this.submitPromise = promise;\n            return promise.then(_this.submitCompleted, _this.submitFailed);\n          }\n
          _this.submit = function (submitOrEvent) {\n            var _this$props3 = _this.props,\n            onSubmit = _this$props3.onSubmit,\n            onDispatch = _this$props3.onDispatch,\n            onBlur = _this$props3.onBlur,\n            onChange = _this$props3.onChange,\n            dispatch = _this$props3.dispatch,\n            if (submitOrEvent && silenceEvent(submitOrEvent)) {\n              // submitOrEvent is an event: fire submit if not already submitting\n              if (!_this.submitPromise) {\n                // avoid recursive stack trace if use Form with onSubmit as handleSubmit\n                if (_this.innerOnSubmit && \n                    _this.innerOnSubmit !== _this.submit) {\n                  // will call "submitOrEvent is the submit function" block
                  return this.submitPromise;\n                } else {\n                  return \n                }\n
                _this.listenToSubmit(handleSubmit(checkSubmit(onSubmit), _extends({}, _this.props, bindActionCreators(\n                  blur: onDispatch,\n                  change: onChange,\n                  dispatch), _this.props.validExceptSubmit,\n                  _this.asyncValidate, _this.getFieldList(\n                    excludeFieldArray: true\n                  ))));\n              }\n
              return \n            } \n            else {\n              // submitOrEvent is the submit function: return deferred submit thunk
```
return silenceEvents(function () {
    return _this.submitPromise && _this.listenToSubmit(handleSubmit(checkSubmit(submitOrEvent), _extends({}, _this.props, bindActionCreators({
        blur: blur,
        change: change
    }, dispatch)), _this.props.validExceptSubmit, _this.asyncValidate, _this.getFieldList({
        excludeFieldArray: true
    }));
});

_this.updateSyncErrorsIfNeeded = function (nextSyncErrors, nextError, lastSyncErrors) {
    var _props = this.props,
        error = _props.error,
        updateSyncErrors = _props.updateSyncErrors;
    var noErrors = (!lastSyncErrors || !Object.keys(lastSyncErrors).length) && !error;
    var nextNoErrors = (!nextSyncErrors || !Object.keys(nextSyncErrors).length) && !nextError;

    if (!(noErrors && nextNoErrors) && (!plain.deepEqual(lastSyncErrors, nextSyncErrors) || !plain.deepEqual(error, nextError))) {
        updateSyncErrors(nextSyncErrors, nextError);
    }
}

_this.submitIfNeeded = function (nextProps) {
    var _props2 = this.props,
        clearSubmit = _props2.clearSubmit,
        triggerSubmit = _props2.triggerSubmit;
    if (!triggerSubmit && nextProps.triggerSubmit) {
        clearSubmit();
        this.submit();
    }
}

_this.shouldErrorFunction = function () {
    var _props3 = this.props,
        shouldValidate = _props3.shouldValidate,
        shouldError = _props3.shouldError;
    return shouldValidate && !shouldError;
}

_this.submitIfNecessary = function (nextProps) {
    var _props4 = this.props,
        submit = _props4.submit,
        error = _props4.error;
    if (submit) {
        return shouldStopSubmitCatchingError(error); // defaultShouldStopSubmit()
    }
}

_this.shouldSubmit = function (nextProps) {
    var _props5 = this.props,
        submitting = _props5.submitting,
        shouldSubmit = _props5.shouldSubmit;
    if (shouldSubmit) {
        this.submit();
    }
}

_this.shouldValidate = _props3.shouldValidate;

function submitIfNecessary(nextProps) {
    var _props6 = this.props,
        value = _props6.value;
    return shouldStopSubmitCatchingError(value); // defaultShouldStopSubmit()
}

function validateIfNecessary(nextProps) {
    var _props7 = this.props,
        value = _props7.value;
    return shouldStopSubmitCatchingError(value); // defaultShouldStopSubmit()
}

function shouldSubmitIfNecessary(nextProps) {
    var _props8 = this.props,
        value = _props8.value;
    return shouldStopSubmitCatchingError(value); // defaultShouldStopSubmit()
}

function shouldValidateIfNecessary(nextProps) {
    var _props9 = this.props,
        value = _props9.value;
    return shouldStopSubmitCatchingError(value); // defaultShouldStopSubmit()
}

function clearSubmitIfNecessary(nextProps) {
    var _props10 = this.props,
        value = _props10.value;
    return shouldStopSubmitCatchingError(value); // defaultShouldStopSubmit()
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
    return true;
}

function defaultShouldError() {
    return true;
}

function defaultShouldSubmit() {
    return true;
}

function shouldStopSubmitCatchingError(value) {
    return !defaultShouldStopSubmit();
}

function defaultShouldStopSubmit() {
    return true;
}

function defaultShouldValidate() {
var propsToValidate = initialRender || nextProps ? nextProps : this.props;

var _merge2 = _merge(validate ? validate(propsToValidate.values, nextProps) || {} : {}, fieldLevelValidate ? fieldLevelValidate(propsToValidate.values, nextProps) || {} : {});

var _error = _merge2._error || _objectWithoutProperties(_merge2, ['_error']);

this.lastFieldValidatorKeys = fieldValidatorKeys;
this.updateSyncErrorsIfNeeded(nextSyncErrors, _error, propsToValidate.syncErrors);

else {
  this.lastFieldValidatorKeys = [];
}

function updateSyncWarningsIfNeeded(nextSyncWarnings, lastSyncWarnings) {
  var _props5 = this.props,
      warning = _props5.warning,
      syncWarnings = _props5.syncWarnings,
      updateSyncWarnings = _props5.updateSyncWarnings;
  var noWarnings = (!syncWarnings || !Object.keys(syncWarnings).length) && !warning;
  var nextNoWarnings = (!nextSyncWarnings || !Object.keys(nextSyncWarnings).length) && !nextWarning;

  if (!(noWarnings && nextNoWarnings) && (!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {
    updateSyncWarnings(nextSyncWarnings, nextWarning);
  }
}

function shouldWarnFunction() {
  var _props6 = this.props,
      shouldValidate = _props6.shouldValidate,
      shouldWarn = _props6.shouldWarn;
  var shouldValidateOverridden = shouldValidate !== defaultShouldValidate;
  var shouldWarnOverridden = shouldWarn !== defaultShouldWarn;
  return shouldValidateOverridden && !shouldWarnOverridden ? shouldValidate : shouldWarn;
}

function warnIfNeeded(nextProps) {
  var _props7 = this.props,
      warn = _props7.warn,
      values = _props7.values;
  var shouldWarn = this.shouldWarnFunction();
  var fieldLevelWarn = this.generateWarner();

  if (warn || fieldLevelWarn) {
    var initialRender = nextProps === undefined;
    var fieldWarnerKeys = Object.keys(this.getWarner());
    var validateParams = {
      values: values,
      nextProps: nextProps,
      props: this.props,
      initialRender: initialRender,
      lastFieldValidatorKeys: this.lastFieldValidatorKeys,
      fieldValidatorKeys: fieldWarnerKeys,
      structure: structure
    };

    if (shouldWarn(validateParams)) {
      var propsToWarn = initialRender || nextProps ? this.props : nextProps;

      var _merge3 = _merge(warn ? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values, propsToWarn) : {}),
          _warning = _merge3._warning,
          nextSyncWarnings = _objectWithoutProperties(_merge3, ['_warning']);

      this.lastFieldWarnerKeys = fieldWarnerKeys;
      this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);
    }
  }
}

function componentWillMount() {
  if (!isHotReloading()) {
    this.initIfNeeded();
    this.validateIfNeeded();
    this.warnIfNeeded();
  }

  invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');
}

function componentWillReceiveProps(nextProps) {
  this.initIfNeeded(nextProps);
  this.validateIfNeeded(nextProps);
  this.warnIfNeeded(nextProps);
  this.clearSubmitPromiseIfNeeded(nextProps);
  this.submitIfNeeded(nextProps);
  var onChange = nextProps.onChange,
      values = nextProps.values,
      dispatch = nextProps.dispatch;

  if (onChange && !deepEqual(values, this.props.values)) {
    onChange(values, dispatch, nextProps, this.props.values);
  }
}

function shouldComponentUpdate(nextProps) {
  var _this3 = this;

  if (!this.props.pure) return true;

  var _config$immutableProp = config.immutableProps,
      immutableProps = _config$immutableProp === undefined ? [] : _config$immutableProps;

  return !!(this.props.children || nextProps.children || Object.keys(nextProps).some(function (prop) {
    if (!plain.deepEqual(this.props[prop], nextProps[prop])) {
      this.initStateNeeded();
      return this.initStateNeeded();
    }
  }));
}

function _objectWithoutProperties(obj, props) {
  return {__proto__: obj.__proto__, ...obj, __proto__: null, ...props};
}

function updateSyncWarningsIfNeeded(nextSyncWarnings, lastSyncWarnings) {
  var _props5 = this.props,
      warning = _props5.warning,
      syncWarnings = _props5.syncWarnings,
      updateSyncWarnings = _props5.updateSyncWarnings;
  var noWarnings = (!syncWarnings || !Object.keys(syncWarnings).length) && !warning;
  var nextNoWarnings = (!nextSyncWarnings || !Object.keys(nextSyncWarnings).length) && !nextWarning;

  if (!(noWarnings && nextNoWarnings) && (!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {
    updateSyncWarnings(nextSyncWarnings, nextWarning);
  }
}

var _hasOwnProperty = Object.prototype.hasOwnProperty;

function warnIfNeeded(nextProps) {
  var _props7 = this.props,
      warn = _props7.warn,
      values = _props7.values;
  var shouldWarn = this.shouldWarnFunction();
  var fieldLevelWarn = this.generateWarner();

  if (warn || fieldLevelWarn) {
    var initialRender = nextProps === undefined;
    var fieldWarnerKeys = Object.keys(this.getWarner());
    var validateParams = {
      values: values,
      nextProps: nextProps,
      props: this.props,
      initialRender: initialRender,
      lastFieldValidatorKeys: this.lastFieldValidatorKeys,
      fieldValidatorKeys: fieldWarnerKeys,
      structure: structure
    };

    if (shouldWarn(validateParams)) {
      var propsToWarn = initialRender || nextProps ? this.props : nextProps;

      var _merge3 = _merge(warn ? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values, propsToWarn) : {}),
          _warning = _merge3._warning,
          nextSyncWarnings = _objectWithoutProperties(_merge3, ['_warning']);

      this.lastFieldWarnerKeys = fieldWarnerKeys;
      this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);
    }
  }
}

function componentWillMount() {
  if (!isHotReloading()) {
    this.initIfNeeded();
    this.validateIfNeeded();
    this.warnIfNeeded();
  }

  invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');
}

function componentWillReceiveProps(nextProps) {
  this.initIfNeeded(nextProps);
  this.validateIfNeeded(nextProps);
  this.warnIfNeeded(nextProps);
  this.clearSubmitPromiseIfNeeded(nextProps);
  this.submitIfNeeded(nextProps);
  var onChange = nextProps.onChange,
      values = nextProps.values,
      dispatch = nextProps.dispatch;

  if (onChange && !deepEqual(values, this.props.values)) {
    onChange(values, dispatch, nextProps, this.props.values);
  }
}

function shouldComponentUpdate(nextProps) {
  var _this3 = this;

  if (!this.props.pure) return true;

  var _config$immutableProp = config.immutableProps,
      immutableProps = _config$immutableProps === undefined ? [] : _config$immutableProps;

  return !!(this.props.children || nextProps.children || Object.keys(nextProps).some(function (prop) {
    if (!plain.deepEqual(this.props[prop], nextProps[prop])) {
      this.initStateNeeded();
      return this.initStateNeeded();
    }
  }));
}

function updateSyncWarningsIfNeeded(nextSyncWarnings, lastSyncWarnings) {
  var _props5 = this.props,
      warning = _props5.warning,
      syncWarnings = _props5.syncWarnings,
      updateSyncWarnings = _props5.updateSyncWarnings;
  var noWarnings = (!syncWarnings || !Object.keys(syncWarnings).length) && !warning;
  var nextNoWarnings = (!nextSyncWarnings || !Object.keys(nextSyncWarnings).length) && !nextWarning;

  if (!(noWarnings && nextNoWarnings) && (!plain.deepEqual(lastSyncWarnings, nextSyncWarnings) || !plain.deepEqual(warning, nextWarning))) {
    updateSyncWarnings(nextSyncWarnings, nextWarning);
  }
}

var _hasOwnProperty = Object.prototype.hasOwnProperty;

function warnIfNeeded(nextProps) {
  var _props7 = this.props,
      warn = _props7.warn,
      values = _props7.values;
  var shouldWarn = this.shouldWarnFunction();
  var fieldLevelWarn = this.generateWarner();

  if (warn || fieldLevelWarn) {
    var initialRender = nextProps === undefined;
    var fieldWarnerKeys = Object.keys(this.getWarner());
    var validateParams = {
      values: values,
      nextProps: nextProps,
      props: this.props,
      initialRender: initialRender,
      lastFieldValidatorKeys: this.lastFieldValidatorKeys,
      fieldValidatorKeys: fieldWarnerKeys,
      structure: structure
    };

    if (shouldWarn(validateParams)) {
      var propsToWarn = initialRender || nextProps ? this.props : nextProps;

      var _merge3 = _merge(warn ? warn(propsToWarn.values, propsToWarn) : {}, fieldLevelWarn ? fieldLevelWarn(propsToWarn.values, propsToWarn) : {}),
          _warning = _merge3._warning,
          nextSyncWarnings = _objectWithoutProperties(_merge3,['_warning']);

      this.lastFieldWarnerKeys = fieldWarnerKeys;
      this.updateSyncWarningsIfNeeded(nextSyncWarnings, _warning, propsToWarn.syncWarnings);
    }
  }
}

function componentWillMount() {
  if (!isHotReloading()) {
    this.initIfNeeded();
    this.validateIfNeeded();
    this.warnIfNeeded();
  }

  invariant(this.props.shouldValidate, 'shouldValidate() is deprecated and will be removed in v8.0.0. Use shouldWarn() or shouldError() instead.');
}

function componentWillReceiveProps(nextProps) {
  this.initIfNeeded(nextProps);
  this.validateIfNeeded(nextProps);
  this.warnIfNeeded(nextProps);
  this.clearSubmitPromiseIfNeeded(nextProps);
  this.submitIfNeeded(nextProps);
  var onChange = nextProps.onChange,
      values = nextProps.values,
      dispatch = nextProps.dispatch;

  if (onChange && !deepEqual(values, this.props.values)) {
    onChange(values, dispatch, nextProps, this.props.values);
  }
}

function shouldComponentUpdate(nextProps) {
  var _this3 = this;

  if (!this.props.pure) return true;

  var _config$immutableProp = config.immutableProps,
      immutableProps = _config$immutableProps === undefined ? [] : _config$immutableProps;

  return !!(this.props.children || nextProps.children || Object.keys(nextProps).some(function (prop) {
    if (!plain.deepEqual(this.props[prop], nextProps[prop])) {
      this.initStateNeeded();
      return this.initStateNeeded();
    }
  }));
}
var _this$props = _this.props,
    name = _this$props.name,
    dispatch = _this$props.dispatch,
    parse = _this$props.parse,
    normalize = _this$props.normalize,
    onChange = _this$props.onChange,
    _reduxForm = _this$props._reduxForm,
    previousValue = _this$props.value;
var newValue = onChangeValue(event, {
    name: name,
    parse: parse,
    normalize: normalize
});

if (onChange) {
    onChange(_extends({}, event, {
        preventDefault: function preventDefault() {
            return eventPreventDefault(event);
        }
    }), newValue);
}

if (onBlur) {
    onBlur(_extends({}, event, {
        preventDefault: function preventDefault() {
            return eventPreventDefault(event);
        }
    }), newValue);
}

if (onDrop) {
    onDrop(_extends({}, event, {
        preventDefault: function preventDefault() {
            return eventPreventDefault(event);
        }
    }), newValue);
}
update in React 16
// https://twitter.com/erikras/status/915866544558788608

return !!this.props.children || nextProps.children || nextPropsKeys.some(function (prop) {
  if (~(nextProps.immutableProps || []).indexOf(prop)) {
    return _this2.props[prop] !== nextProps[prop] || nextPropsToNotUpdateFor.indexOf(prop) && !deepEqual(_this2.props[prop], nextProps[prop]);
  }
}
)

}, {
  key: 'getRenderedComponent',
  value: function getRenderedComponent() {
    var _props = this.props,
        component = _props.component,
        withRef = _props.withRef,
        name = _props.name,
        _reduxForm = _props._reduxForm,
        normalize = _props.normalize,
        onBlur = _props.onBlur,
        onBlur = _props.onBlur,
        onDrop = _props.onDrop,
        immutableProps = _props.immutableProps,
        rest = _objectWithoutProperties(_props, ['component', 'withRef', 'name', '_reduxForm', 'normalize', 'onBlur', 'onChange', 'onBlur', 'onFocus', 'onDrop', 'immutableProps']),
        _createFieldProps = createFieldProps(structure, name, _extends({}, rest, {
          form: _reduxForm.form,
          onBlur: this.handleBlur,
          onChange: this.handleChange,
          onFocus: this.handleFocus
        })),
        custom = _createFieldProps.custom,
        props = _objectWithoutProperties(_createFieldProps, ['custom']),
        props = _objectWithoutProperties(_createFieldProps, ['component', 'withRef', 'name', '_reduxForm', 'normalize', 'onBlur', 'onChange', 'onFocus', 'onDrop', 'immutableProps']);

    if (withRef) {
      custom.ref = this.saveRef;
    }

    if (typeof component === 'string') {
      var input = props.input,
          meta = props.meta;
      // eslint-disable-line no-unused-vars
      // flatten input into other props
      return createElement(component, _extends({}, input, custom));
    } else {
      return createElement(component, _extends({}, props, custom));
    }
  }
}

return ConnectedField;

};

export default createConnectedField;

import _isEqualWith from 'lodash-es/isEqualWith';

var customizer = function customizer(objectValue, otherValue, indexOrKey, object, other, stack) {
  // https://lodash.com/docs/4.17.4#isEqualWith
  if (stack) {
    // Shallow compares
    // For 1st level, stack === undefined.
    //   -> Do nothing (and implicitly return undefined so that it goes to compare 2nd level)
    // For 2nd level and up, stack !== undefined.
    //   -> Compare by === operator
    return objectValue === otherValue;
  }
};

var shallowCompare = function shallowCompare(instance, nextProps, nextState) {
  var propsEqual = _isEqualWith(instance.props, nextProps, customizer);

  var stateEqual = _isEqualWith(instance.state, nextState, customizer);

  return propsEqual && stateEqual;

};

var _extends = Object.assign || function (target) {
  for (var i = 1; i < arguments.length; i++) {
    var source = arguments[i];
    for (var key in source) {
      if (Object.prototype.hasOwnProperty.call(source, key)) {
        target[key] = source[key];
      }
    }
  }
  return target;
};

var _createClass = function () {
  function defineProperties(target, props) {
    for (var i = 0; i < props.length; i++) {
      var descriptor = props[i];
      descriptor.enumerable = descriptor.enumerable || false;
      descriptor.configurable = true;
      if ('value' in


null if (Object.prototype.hasOwnProperty.call(obj, i)) continue;
    target[i] = obj[i];
  }

  return target;
}

function _classCallCheck(instance, Constructor) {
  if (!(instance instanceof Constructor)) {
    throw new TypeError("Cannot call a class as a function");
  }
}

function _possibleConstructorReturn(self, call) {
  if (!self) {
    throw new ReferenceError("this hasn't been initialised - super() hasn't been called");
  }

  return call && (typeof call === "object" || typeof call === "function") ? call : self;
}

function _inherits(subClass, superClass) {
  if (typeof superClass !== "function" && superClass !== null) {
    throw new TypeError("Super expression must either be null or a function, not " + typeof superClass);
  }

  subClass.prototype = Object.create(superClass && superClass.prototype, {
    constructor: {
      value: subClass,
      enumerable: false,
      configurable: true
    }
  });
  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass;
}

import * as React from 'react';
import PropTypes from 'prop-types';
import { connect } from 'react-redux';
import { bindActionCreators } from 'redux';
import createFieldArrayProps from './createFieldArrayProps';
import plain from './structure/plain';

var propsToNotUpdateFor = ['_reduxForm', 'value'];

var createConnectedFieldArray = function createConnectedFieldArray(structure) {
  var deepEqual = structure.deepEqual,
      getIn = structure.getIn,
      size = structure.size;

  var getSyncError = function getSyncError(syncErrors, name) {
    // For an array, the error can ONLY be under _error.
    // This is why this getsSyncError is not the same as the one in Field.
    return plain.getIn(syncErrors, name + '._error');
  };

  var getSyncWarning = function getSyncWarning(syncWarnings, name) {
    // For an array, the warning can ONLY be under _warning.
    return getIn(syncWarnings, name + '._warning');
  };

  var ConnectedFieldArray = function (_React$Component) {
    _inherits(ConnectedFieldArray, _React$Component);

    function ConnectedFieldArray() {
      var _ref;

      var _temp, _this, _ret;

      _classCallCheck(this, ConnectedFieldArray);

      for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {
        args[_key] = arguments[_key];
      }

      return _ret = (_temp = (_this = _possibleConstructorReturn(this, (_ref = ConnectedFieldArray.__proto__ || Object.getPrototypeOf(ConnectedFieldArray)).call.apply(_ref, [this].concat(args))), _this), _this.saveRef = function (ref) {
        _this.ref = ref;
      }, _this.getValue = function (index) {
        return _this.props.value && getIn(_this.props.value, String(index));
      }, _temp), _possibleConstructorReturn(_this, _ret);
    }

    _createClass(ConnectedFieldArray, [{
      key: 'shouldComponentUpdate',
      value: function shouldComponentUpdate(nextProps) {
        var _this2 = this; // Update if the elements of the value array was updated.

        var thisValue = this.props.value;
        var nextValue = nextProps.value;

        if (thisValue && nextValue) {
          var nextValueItemsSame = nextValue.every(function (val) {
            return _thisValue.indexOf(val) === -1;
          });
          var nextValueItemsOrderChanged = nextValue.some(function (val, index) {
            return val !== _thisValue[index];
          });

          if (nextValueItemsSame && nextValueItemsOrderChanged || nextProps.rerenderOnEveryChange &&
              thisValue.some(function (val, index) {
                return !_deepEqual(val, nextValue[index]);
              })) {
            return true;
          }
        }

        var nextPropsKeys = Object.keys(nextProps);
        var thisPropsKeys = Object.keys(this.props);
        if (thisPropsKeys.length !== nextPropsKeys.length ||
            nextPropsKeys.some(function (prop) {
              // useful to debug rerenders
              if (!_deepEqual(this.props[prop], nextProps[prop])) {
                // console.info(prop, 'changed', this.props[prop], '==>', nextProps[prop])
                return !propsToNotUpdateFor.indexOf(prop) &&
                    !_deepEqual(_this2.props[prop], nextProps[prop]);
              }
            })) {
          return false;
        }

        return _this.getValue(String(nextProps.key)) !== _this.getValue(String(nextProps.key));
      }
    }, {
      key: 'getRenderedComponent',
      value: function getRenderedComponent() {
        var _this = this;
        return function getComponent() {
          return _this.props.value &&
              _this.getValue(String(_this.props.key));
        }
      }
    }], null);

    return ConnectedFieldArray;
  }

  return React.createClass(ConnectedFieldArray);
}

export default createConnectedFieldArray;
import React, { Component, createElement } from 'react';
import PropTypes from 'prop-types';
import invariant from 'invariant';
import createConnectedFieldArray from './ConnectedFieldArray';
import prefixName from './util/prefixName';

var toArray = function toArray(value) {
  return Array.isArray(value) ? value : [value];
};

var wrapError = function wrapError(fn, key) {
  return fn && function () {
    var validators = toArray(fn);

    for (var i = 0; i < validators.length; i++) {
      var result = validators[i].apply(validators, arguments);
      if (result) {
        return _defineProperty({}, key, result);
      }
    }
  };
}

var createFieldArray = function createFieldArray(structure) {
  var ConnectedFieldArray = createConnectedFieldArray(structure);

  var FieldArray = function (_Component) {
    _inherits(FieldArray, _Component);

    function FieldArray(props, context) {
      _classCallCheck(this, FieldArray);

      var _this = _possibleConstructorReturn(this, (FieldArray.__proto__ || Object.getPrototypeOf(FieldArray)).call(this, props, context));

      _this.saveRef = function (ref) {
        _this.ref = ref;
      };

      if (!context._reduxForm) {
        throw new Error('FieldArray must be inside a component decorated with reduxForm()');
      }

      return _this;
    }

    _createClass(FieldArray, [
      { key: 'componentDidMount',
        value: function componentDidMount() {
          var _this2 = this;

          this.context._reduxForm.register(this.name, 'FieldArray', function () {
            return wrapError(_this2.props.validate, '_error');
          }, function () {
            return wrapError(_this2.props.warn, '_warning');
          });
        }
      },
      { key: 'componentWillReceiveProps',
        value: function componentWillReceiveProps(nextProps, nextContext) {
          var oldName = prefixName(this.context, this.props.name);
          var newName = prefixName(nextContext, nextProps.name);

          if (oldName !== newName) {
            this.context._reduxForm.unregister(oldName);

            this.context._reduxForm.register(newName, 'FieldArray');
          }
        }
      },
      { key: 'componentWillUnmount',
        value: function componentWillUnmount() {
          this.context._reduxForm.unregister(this.name);
        }
      },
      { key: 'getRenderedComponent',
        value: function getRenderedComponent() {
          invariant(this.props.withRef, 'If you want to access getRenderedComponent(), you must specify a withRef prop to FieldArray');
          return this.ref && this.ref.getWrappedInstance().getRenderedComponent();
        }
      },
      { key: 'render',
        value: function render() {
          return createElement(ConnectedFieldArray, _extends({}, this.props, {
            name: this.name,
            _reduxForm: this.context._reduxForm,
            ref: this.saveRef
          }));
        }
      },
      { key: 'name',
        get: function get() {
          return prefixName(this.context, this.props.name);
        }
      },
      { key: 'dirty',
        get: function get() {
          return !this.ref || this.ref.getWrappedInstance().dirty;
        }
      },
      { key: 'pristine',
        get: function get() {
          return !!(this.ref && this.ref.getWrappedInstance().pristine);
        }
      },
    ]);}

    return FieldArray;
  }(Component);

  FieldArray.propTypes = {
    name: PropTypes.string.isRequired,
    component: PropTypes.oneOfType([PropTypes.func, PropTypes.string, PropTypes.node]).isRequired,
    props: PropTypes.object.isRequired,
    validate: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),
    warn: PropTypes.oneOfType([PropTypes.func, PropTypes.arrayOf(PropTypes.func)]),
    withRef: PropTypes.bool
  };
  FieldArray.contextTypes = {
    _reduxForm: PropTypes.object
  };
  polyfill(FieldArray);
  return FieldArray;
};

export default createFieldArray;
? setIn(state, path) : state;\n\n  }\n\n  var result = state;\n  if (shouldDelete(structure)(state, path)) {\n    result = deleteIn(state, path);\n  }\n  var dotIndex = path.lastIndexOf('');\n  if (dotIndex > 0) { \n    var parentPath = path.substring(0, dotIndex);\n    if (parentPath[parentPath.length - 1] !== '\') { \n      var parent = getIn(result, parentPath);\n      if (deepEqual(parent, empty)) { \n        return deleteInWithCleanUp(result, parentPath);\n      }\n      var result = state;\n      return result;\n    }\n    var returnDeleteInWithCleanUp = true;\n    return deleteInWithCleanUp;\n  }\n  var result = state;\n  if (shouldDelete(structure)(state, path)) {\n    result = deleteIn(state, path);\n  }\n  var dotIndex = path.lastIndexOf('.');\n  if (dotIndex > 0) { \n    var parentPath = path.substring(0, dotIndex);\n    if (parentPath[parentPath.length - 1] !== ']') { \n      var _parent = getIn(result, parentPath);\n      if (deepEqual(_parent, empty)) { \n        return deleteInWithCleanUp(result, parentPath);\n      }\n    }\n  }\n  return result;\n  }\n\n  return deleteInWithCleanUp;\n\n  export default createDeleteInWithCleanUp;\n
  \n  function _defineProperty(obj, key, value) { \n    if (key in obj) { \n      obj[key] = value; \n      enumerable: true, \n      configurable: true, \n      writable: true;\n    } else { \n      obj[key] = value;\n    }\n  }\n
  \n  function _objectWithoutProperties(obj, keys) { \n    var target = {}; \n    for (var i in obj) { \n      if (keys.indexOf(i) >= 0) { \n        continue;\n      } \n      if (!Object.prototype.hasOwnProperty.call(obj, i)) continue;\n      target[i] = obj[i];\n    }\n    return target;\n  }\n
  \n  import { ARRAY_INSERT, ARRAY_MOVE, ARRAY_POP, ARRAY_PUSH, ARRAY_REMOVE, ARRAY_REMOVE_ALL, ARRAY_SHIFT, ARRAY_SPLICE, ARRAY_SWAP, ARRAY_UNSHIFT, AUTOFILL, BLUR, CHANGE, CLEAR_ASYNC_ERROR, CLEAR_SUBMIT, CLEAR_SUBMIT_ERRORS, DESTROY, FOCUS, INITIALIZE, prefix, REGISTER_FIELD, RESET, RESET_SECTION, SET_SUBMIT_FAILED, SET_SUBMIT_SUCCEEDED, START_ASYNC_VALIDATION, START_SUBMIT, STOP_ASYNC_VALIDATION, STOP_SUBMIT, TOUCH, UNREGISTER_FIELD, UNTOUCH, UPDATE_SYNC_ERRORS, CLEAR_FIELDS, UPDATE_SYNC_WARNINGS } from './actionTypes';\n
  \n  import createDeleteInWithCleanUp from './deleteInWithCleanUp';\n  import plain from './structure/plain';\n
  \n  var shouldDelete = function shouldDelete(_ref) { \n    var getIn = _ref.getIn;\n    return function (state, path) { \n      var initialValuesPath = null;\n      if (path.startsWith('values')) { \n        initialValuesPath = path.replace('values', 'initial');\n      }\n      var initialValueComparison = initialValuesPath ? getIn(state, initialValuesPath) === undefined : true;\n      var initialValuesPath = null;\n      if (path.startsWith('values')) { \n        var initialValuePath = path.replace('values', 'initial');\n        var initialValueComparison = getIn(state, initialValuePath) === undefined;\n      }\n      var result = state;\n      var returnDeleteInWithCleanUp = true;\n      return deleteInWithCleanUp;\n    }\n  }\n
  \n  var isReduxFormAction = function isReduxFormAction(action) { \n    return action && action.type && action.type.length > prefix.length && action.type.substring(0, prefix.length) === prefix;\n  }\n
  \n  function createReducer(structure) { \n    var _behaviors;\n    var deepEqual = structure.deepEqual,\n        empty = structure.empty,\n        forEach = structure.forEach,\n        getIn = structure.getIn,\n        setIn = structure.setIn,\n        deleteIn = structure.deleteIn,\n        fromJS = structure.fromJS,\n        keys = structure.keys,\n        size = structure.size,\n        some = structure.some,\n        splice = structure.splice,\n        deleteInWithCleanUp = createDeleteInWithCleanUp,\n        plainDeleteInWithCleanUp = createDeleteInWithCleanUp(plain);\n    var doSplice = function doSplice(state, field, index, removeNum, value, force) { \n      var result = state;\n      var nonValuesValue = value != null ? empty : undefined;\n      result = setIn(result, field + '.' + index, removeNum, nonValuesValue);\n      result = setIn(result, field + '.' + index, removeNum, undefined);\n      result = setIn(result, field + '.' + index, removeNum, undefined);\n      result = doSplice(result, field, index, removeNum, undefined);\n      result = doSplice(result, field, index, removeNum, undefined);\n      return result;\n    }\n
    \n    var behaviors = (_behaviors = {}), _defineProperty(_behaviors, ARRAY_INSERT, function (state, _ref2) { \n      var ref2Meta = _ref2.meta;\n      field = ref2Meta.field;\n      index = ref2Meta.index;\n      payload = _ref2.payload;\n      return arraySplice(state, field, index, removeNum, undefined);\n    }), _defineProperty(_behaviors, ARRAY_MOVE, function (state, _ref3) { \n      var ref3Meta = _ref3.meta;\n      field = ref3Meta.field;\n      from = ref3Meta.from;\n      to = ref3Meta.to;\n      var result = getIn(state, field);\n      var result = getIn(state, field);\n      var result = getIn(state, field);\n      var result = getIn(state, field);\n      return result;\n    })\n  }\n
import invariant from './structure/plain';

var createReducer = function createReducer(plain) {
  return function (state) {
    return plain(state);
  };
};

export default createReducer;

var createPlainReducer = function createPlainReducer(_ref) {
  var fields = _ref.fields;
  return function (state) {
    return fields.reduce(function (accumulator, field) {
      return plain(accumulator, field);
    }, {});
  };
};

export default createPlainReducer;

var createPlainFormFieldValueSelector = function createPlainFormFieldValueSelector(_ref) {
  var fields = _ref.fields;
  return function (form) {
    return fields.reduce(function (accumulator, field) {
      return plain(accumulator, field);
    }, {});
  };
};

export default createPlainFormFieldValueSelector;

var createPlainFormValueSelector = function createPlainFormValueSelector(_ref) {
  var fields = _ref.fields;
  return function (state) {
    return fields.reduce(function (accumulator, field) {
      return plain(accumulator, field);
    }, {});
  };
};

export default createPlainFormValueSelector;

var createFormValueSelector = function createFormValueSelector(_ref) {
  var getIn = _ref.getIn,
      fields = _ref.fields,
      form = _ref.form;
  return function (state) {
    return plain(state, form);
  };
};

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

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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/CachedPowers.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/DiyFp.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/v8dtoa/DoubleHelper.java

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/* This is interface defines a protocol for the reporting of
* errors during JavaScript translation in IDE-mode.
* */
* If the \{@link org.mozilla.javascript.Parser\}'s error reporter is
* set to an instance of this interface, then this interface's
* \{@link #warning\} and \{@link #error\} methods are called instead
* of the \{@link org.mozilla.javascript.ErrorReporter\} versions. <p>
* These methods take a source char offset and a length. The
* rationale is that in interactive IDE-type environments, the source
* is available and the IDE will want to indicate where the error
* occurred and how much code participates in it. The start and length
* are generally chosen to fit within a single line, for readability,
* but the client is free to use the AST to determine the affected
* node(s) from the start position and change the error or warning's
* display bounds. <p>
*  
* @author Steve Yegge  
*/

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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
  jar/org/mozilla/javascript/ast/IdeErrorReporter.java
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  /*  
  * During the great date rewrite of 1.3, we tried to track the 
  * evolving ECMA standard, which then had a definition of 
  * getYear which always subtracted 1900. Which we 
  * implemented, not realizing that it was incompatible with 
  * the old behavior... now, rather than thrash the behavior 
  * yet again, we've decided to leave it with the - 1900 
  * behavior and point people to the getFullYear method. But 
  * we try to protect existing scripts that have specified a 
  * version... 
  */

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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
  jar/org/mozilla/javascript/ContextFactory.java
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  /*  
  * @(#)TreeTableModelAdapter.java   1.2 98/10/27  
  *  
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  jar/org/mozilla/javascript/tools/debugger/treetable/TreeTableModelAdapter.java
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  jar/org/mozilla/javascript/commonjs/module/provider/UrlConnectionSecurityDomainProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
  jar/org/mozilla/javascript/commonjs/module/provider/StrongCachingModuleScriptProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
  jar/org/mozilla/javascript/optimizer/OptRuntime.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
  jar/org/mozilla/javascript/commonjs/module/provider/UrlConnectionExpiryCalculator.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/annotations/JSSetter.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/RequireBuilder.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/tools/shell/ShellConsole.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/optimizer/Block.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/annotations/JSStaticFunction.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/RhinoSecurityManager.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/optimizer/OptTransformer.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/SoftCachingModuleScriptProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/xmlimpl/XmlNode.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/MultiModuleScriptProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/UrlModuleSourceProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/ParsedContentType.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/SecureCaller.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/CachingModuleScriptProviderBase.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/annotaions/JSFunction.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/Require.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/Provider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/DefaultUrlConnectionExpiryCalculator.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/ModuleSource.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/commonjs/module/provider/ModuleSourceProvider.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/DefiningClassLoader.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/jar/missing.js
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-
jar/org/mozilla/javascript/jar/missing.js
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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaConstructor.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/debugger/SwingGui.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/RegExpLiteral.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/InterfaceAdapter.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmllib/XMLLib.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/JavaPolicySecurity.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/DefaultErrorReporter.java
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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/SecurityProxy.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/RefCallable.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/SecurityProxy.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/shell/SecurityProxy.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/DefaultErrorReporter.java
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* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Decompiler.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/SymbolScriptable.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLWithScope.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/UintMap.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/SwitchCase.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/Interpreter.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeTypedArrayIterator.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeArrayIterator.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLEntity.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/TopLevel.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/NumberLiteral.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ScriptRuntime.java
jar/org/mozilla/javascript/CodeGenerator.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/XmlDotQuery.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/xmlimpl/XMLObjectImpl.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/SwitchStatement.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ast/ParseProblem.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeTypedArrayView.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/Conversions.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeFloat64Array.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeFloat32Array.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/typedarrays/NativeDataView.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/tools/ToolErrorReporter.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/NativeJavaMethod.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ObjArray.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ContextAction.java
* /opt/cola/permits/1136701711_1613864192.24/0/rhino-1-7-7-2-sources-3-jar/org/mozilla/javascript/ExternalArrayData.java
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(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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```
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```

Found in path(s):

* /opt/cola/permits/1000000666_1646171445.29/0/reflections-0-9-11-sources-jar/META-INF/maven/org.reflections/reflections/pom.xml

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# Jackson JSON processor

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

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1.351 centos-release 7-9.2009.1.el7.centos

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

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

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

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

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import: ../../fossene/db/schema/thing.yml
fields:
  site: string
  author: root

1.361 jnr-x86asm 1.0.2

1.362 jq 1.6-2.el7_9.0atomix1
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

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

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.
6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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

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

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

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

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

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.
It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

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Ty Coon, President of Vice

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Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.
The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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

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

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

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

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

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

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

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.
In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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

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

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

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

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

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

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

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

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

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

6. As an exception to the Sections above, you may also combine or
link a “work that uses the Library” with the Library to produce a
work containing portions of the Library, and distribute that work
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b) Use a suitable shared library mechanism for linking with the
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copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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

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

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

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DRuntime: Runtime Library for the D Programming Language

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mach_override       lib/interception/mach_override
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DeluxePage.cobra

This is a continuation of the framework found in WebPages.cobra.

cobra -r=System.Web WebPages.cobra DeluxePage.cobra > deluxe.html

class DeluxePage
inherits Page

DeluxePage adds these capabilities:

* A more sophisticated page structure with header, left sidebar, right
  sidebar, content well and footer. This more closely reflects the structure
  of typical web pages. All parts are optional.

* Word-wrapped output with a left and right margin and indent/dedent
  capability.

test
dp = DeluxePage()
sw = StringWriter()
dp.writeHtml(sw)

var _writer as DeluxeWriter?

get rightHtmlSourceMargin as int

The HTML source code that is output is actually wrapped at a
right hand margin. This often makes it easier to read the
source.

return 100

def indent
  _writer.indent
def indent(s as String)
    
    While the name .writeLineAndIndent is explicit, it's also annoyingly long. This shorter named method does the same thing.
    
    .writeLineAndIndent(s)

def dedent
    _writer.dedent

def dedent(s as String)
    
    While the name .dedentAndWriteLine is explicit, it's also annoyingly long. This shorter named method does the same thing.
    
    .dedentAndWriteLine(s)

def writeLineAndIndent(s as String)
    .writeLine(s)
    .indent

def dedentAndWriteLine(s as String)
    .dedent
    .writeLine(s)

def begin(name as String, tag as Object)
    .writeLine('<!-- >> begin [name] -->
    .indent
    .writeLine('[HtmlUtils.toHtml(tag)]
    .indent

def end(name as String, tag as Object)
    .dedent
    didWrite = false
    if tag inherits String
        if not tag.startsWith('<
            .writeLine('<[/tag]>
        didWrite = true
        if not didWrite
            .writeLine('[HtmlUtils.toHtml(tag)]
        .dedent
        .writeLine('</-- << end [name] -->

def writeHtml(tw as TextWriter)
    _writer = writer = DeluxeWriter(tw, .rightHtmlSourceMargin)
    try
        base.writeHtml(writer)  # TODO: axe writer local and use "_writer to !" when it's available
    finally

---

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  4123
def writeBodyParts is override
    numCols = .numCols
    .indent
        .begin('whole page', _wholePageTableTag)
            if .hasPageHeader
                .writePageHeader
                .begin('page row', '<tr class=pageRow>')</n
                if .hasLeftBar
                    .begin('left bar', _leftBarTdTag)
                        .writeLine('<div class=leftBar>')</n
                    .writeLeftBar
                    .writeLine('</div>')</n
                .end('left bar', 'td')

                .begin('page content', '<td class=pageContent valign=top width=0> <div class=pageContent>')
                    .writeContent
                .end('page content', '</div> </td>')

                if .hasRightBar
                    .begin('right bar', '<td class=rightBar valign=top width=0>')
                        .writeRightBar
                    .end('right bar', 'td')

                if .hasPageFooter
                    .begin('page footer', '<tr class=pageFooter>')
                        .indent('<td class=pageFooter colSpan=[numCols]\n')
                    .writePageFooter
                    .dedent('\n</td>\n')
                    .end('page footer', 'tr')

                .end('page row', 'tr')
        .end('whole page', 'table')
    .dedent

    def writePageHeader
        .begin('page header', '<tr class=pageHeader>')
            .indent('<td class=pageHeader colSpan=[.numCols]\n')
        .writePageHeader
        .dedent('\n</td>\n')
        .end('page header', 'tr')

    def innerWritePageHeader
        .writeLine(.htTitle)
def writeLeftBar
pass

def writeRightBar
pass

def writePageFooter
    .writeLine('Copyright © [DateTime.now.year]. All Rights Reserved.')

def hasPageHeader as bool
    return true

def hasLeftBar as bool
    return true

def hasRightBar as bool
    return true

def hasPageFooter as bool
    return true

class MyPage
    inherits DeluxePage

    get styleSheetUrl as String is override
    return 'styles.css'

def writeLeftBar is override
    .writeLine('Nav 1

    def writeContent is override
    .writeLine('Added unit testing as a language level feature. You can now write test sections for methods, properties and classes. Because these unit tests can be specified next to what they actually test, they are more likely to be kept up to date. Also, because they are a natural part of the source code, they benefit from development environment features such as syntax highlighting and autocompletion. Finally, more programmers may be encouraged to write unit tests when it is this easy."

    class DeluxeWriter
        inherits TextWriter
        
        Provides:

        * indented writing (useful for structured HTML pages)

        * right margin (useful for yielding easy-to-read HTML)
test
iw = DeluxeWriter(StringWriter())
assert iw.toString==", iw.toString
nl = iw.newLine
tab = ’ ’
iw.newLine(’one’)
assert iw.toString==’one[nl]’, iw.toString
iw.indent
iw.newLine(’two’)
assert iw.toString==’one[nl][tab]two[nl]’
iw.dedent
iw.newLine(’three’)
assert iw.toString==’one[nl][tab]two[nl]three[nl]’

var _innerWriter as TextWriter
var _lastChar = ” # use a string because _innerWriter.NewLine is a string
var _indentString = ’ ’
var _indentLevel = 0
var _totalIndentString = ”
var _isWritingIndent = false
var _column = 1
var _rightMargin = 80

def init(tw as TextWriter)
  _innerWriter = tw

def init(tw as TextWriter, rightMargin as int)
  .init(tw)
  # TODO: require
  assert rightMargin>10
  _rightMargin = rightMargin

def indent
  _indentLevel += 1
  _setTotalIndentString()

def dedent
  _indentLevel -= 1
  _setTotalIndentString()

pro indentString from var
  Returns the string used for one level of indentation.
Default value is "\t".

###

```java
get newLine2 as String
return 'n' # because NewLine is "\n" but we don't require the \r

# *** Being a TextWriter ***

def write(value as char) is override
  if _isWritingIndent
    _innerWriter.write(value)
    _column += 1
  return
  if _lastChar==_innerWriter.newLine or _lastChar==.newLine2
    _column = 1
    _isWritingIndent = true
  try
    .write(_totalIndentString)
    _column += _totalIndentString.length
  finally
    _isWritingIndent = false
    _innerWriter.write(value)
    _column += 1
    _lastChar = value.toString
  if _column>_rightMargin and _lastChar==' '
    # TODO: need a better word wrapping algorithm that doesn't allow words to poke out of the right hand margin
    # but this is good enough for now
    .write(_innerWriter.newLine)

def write(value as String) is override
  if _isWritingIndent
    _innerWriter.write(value)
  else
    base.write(value)

def encoding as Encoding? is override
  return _innerWriter.encoding

def toString as String is override
  return _innerWriter.toString

# *** Private Util ***

def _setTotalIndentString is protected
  sb = StringBuilder()
  for i = 0 .. _indentLevel
    sb.append(' ')
  return sb.toString
```
sb.append(_indentString)
_totalIndentString = sb.toString

#class Program
#
#def main is shared
#p = MyPage()
#p.writeHtml(Console.out)

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* /opt/cola/permits/1275718997_1646325227.61/0/cobra-0-7-0-tar-gz/Cobra-0.7.0/Reusables/DeluxePage.cobra
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-------------------------------------------------------------------------------

Version....... 0.7
Release Date... 2007-01-26
Platform....... .NET 2.0 / Mono 1.2.6
Status........ beta
Home Page..... http://Cobra-Language.com/

The term "Cobra" is used herein to refer to "The Cobra Programming Language"

Cobra is a high-performance, rapid-development programming language.
It combines features from Python, C#, Objective-C, Eiffel and other languages
in order to boost developer productivity.

See also: http://Cobra-Language.com/docs/why/

Requirements

Windows, Mac or Linux.

Microsoft .NET 2.0 - Cobra can be used with or without the SDK installed.
   -or-
   Novell Mono 1.2.6

   .NET:  http://www.microsoft.com/downloads/
   Mono:  http://www_mono-project.com/

Installation
You can put Cobra wherever you like in your file system, however, if you are on a UNIX/POSIX-type system such as Linux, BSD or Mac, then you'll probably want to run the 'install' script. There is a comment block inside it with further instructions.

Running Cobra

On Windows:

To run:
  > path\to\cobra MyProgram.cobra
The source code extension is not required:
  > path\to\cobra MyProgram
To run again:
  > MyProgram.exe
To just compile:
  > path\to\cobra -c MyProgram
If cobra is in your path:
  > cobra MyProgram
To learn about all the options:
  > cobra -help

On Unix-like systems:

To run:
  $ cobra MyProgram.cobra
The source code extension is not required:
  $ cobra MyProgram
To run again:
  > mono MyProgram.exe
To just compile:
  > cobra -c MyProgram
To learn about all the options:
  > cobra -help

Learning

See http://Cobra-Language.com/docs/

Those docs are not currently included in this package, so you have to read them online.

And check out the HowTo and Samples subdirectories. You'll find these online, and also in this package.
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Note: The source code is not actually provided yet as it needs to be cleaned up for various reasons (including that some of it is written in an older style of Cobra). The source code will be provided in February 2008.

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1.375 springfox-core 3.0.0

1.375.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/Parameter.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/OAuth.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiKey.java
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jar/springfox/documentation/RequestHandler.java
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 * <artifactId>spring-data-commons</artifactId>
 * <version>1.13.9.RELEASE</version>
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/Header.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/schema/ModelReference.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/LoginEndpoint.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/LoginEndpointBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/Contact.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/StringVendorExtension.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/Cacheable.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/builders/AuthorizationCodeGrantBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiInfo.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/OperationNameGenerator.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/ApiListingReference.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/service/AllowableValues.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources-jar/springfox/documentation/annotations/ApiIgnore.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ResourceGroup.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/SecurityReference.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ObjectVendorExtension.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ResolvedMethodParameter.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ApiModelPropertyBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ApiListingBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/OperationBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/Tag.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/builders/ResourceListingBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/service/ApiListing.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/builders/ResolvedMethodParameterBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/builders/ApiModelPropertyBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/builders/ApiListingBuilder.java
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* /opt/ws_local/PERMITS_SQL/1082519108_1597955825.09/0/springfox-core-3-0-0-sources.jar/springfox/documentation/builders/OperationBuilder.java
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* /opt/cola/permits/1284951211_1646865671.12/0/reactor-extra-3-4-3-sources-jar/reactor/extra/processor/WorkQueueProcessor.java
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* /opt/cola/permits/1284951211_1646865671.12/0/reactor-extra-3-4-3-sources-jar/reactor/math/MonoAverageBigInteger.java
* /opt/cola/permits/1284951211_1646865671.12/0/reactor-extra-3-4-3-sources-jar/reactor/math/MonoAverageBigDecimal.java

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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

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

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

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

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

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

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

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

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

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and
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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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

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* /opt/ws_local/PERMITS_SQL/1028942295_1594248424.58/0/s2-geometry-library-java-1-0-0-sources-jar/com/google/common/geometry/S2Edge.java
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* /opt/ws_local/PERMITS_SQL/1028942295_1594248424.58/0/s2-geometry-library-java-1-0-0-sources-jar/com/google/common/geometry/S1Angle.java
* /opt/ws_local/PERMITS_SQL/1028942295_1594248424.58/0/s2-geometry-library-java-1-0-0-sources-jar/com/google/common/geometry/SLatLng.java
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1.388 librdkafka 1.7.0

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 * Version 1.1  1 Aug 2013  Mark Adler
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at revision 3a0bb77429bd3a61596f5e8a3172445844342120

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jar/org/springframework/classify/BinaryExceptionClassifier.java
* /opt/cola/permits/1257203688_1643390885.66/0/spring-retry-1-3-1-sources-
jar/org/springframework/retry/policy/MaxAttemptsRetryPolicy.java
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jar/org/springframework/retry/context/RetryContextSupport.java
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jar/org/springframework/retry/backoff/UniformRandomBackOffPolicy.java

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* /opt/cola/permits/1257203688_1643390885.66/0/spring-retry-1-3-1-sources-jar/org/springframework/retry/policy/CompositeRetryPolicySupport.java
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  jar/org/springframework/retry/stats/RetryStatisticsFactory.java
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1.401 springfox-swagger-common 3.0.0
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationHiddenReader.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OpenApiOperationAuthReader.java
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/schema/ApiModelPropertyPropertyBuilder.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationImplicitParametersReader.java
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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/SwaggerResponseMessageReader.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/common/HostNameProvider.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/operation/OperationAuthTokenReader.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/common/XForwardPrefixPathAdjuster.java
* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/parameter/Examples.java

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* /opt/ws_local/PERMITS_SQL/1082519065_1597960278.73/0/springfox-swagger-common-3-0-0-sources-jar/springfox/documentation/swagger/readers/parameter/ParameterAnnotationReader.java
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1.407 bleach 3.1.5

1.407.1 Available under license:

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Bleach was originally written and maintained by James Socol and various contributors within and without the Mozilla Corporation and Foundation.
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1.408 extract 1.0

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Metadata-Version: 1.0
Name: Extract
Version: 1.0
Summary: Extraction tool for model and observed data intercomparison
Home-page: https://bitbucket.org/luizirber/extract
Author: Luiz Irber
Author-email: luiz.irber@gmail.com
License: PSF
Download-URL: https://bitbucket.org/luizirber/extract/downloads
Description: Extraction tool for model and observed data comparison
Platform: any
Classifier: Development Status :: 4 - Beta
Classifier: Intended Audience :: Developers
Classifier: Intended Audience :: Science/Research
Classifier: License :: OSI Approved :: Python Software Foundation License
1.409 deep-diff 4.0.6

1.409.1 Available under license:

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Found in path(s):
* /opt/cola/permits/1166302273_1625604088.09/0/deepdiff-4-0-6-tar-gz/deepdiff-4.0.6/setup.py
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- DeepDiff: Deep Difference of dictionaries, iterables, strings and other objects. It will recursively look for all the changes.
- DeepSearch: Search for objects within other objects.
- DeepHash: Hash any object based on their content.
Tested on Python 3.4, 3.5, 3.6, 3.7, Pypy3

**NOTE: Python 2 is not supported any more. DeepDiff v3.3.0 was the last version to support Python 2**

- [Documentation](http://deepdiff.readthedocs.io/en/latest/)

## Installation

### Install from PyPi:

`pip install deepdiff`

DeepDiff prefers to use Murmur3 for hashing. However you have to manually install Murmur3 by running:

`pip install 'deepdiff[murmur]'`

Otherwise DeepDiff will be using SHA256 for hashing which is a cryptographic hash and is considerably slower.

If you are running into trouble installing Murmur3, please take a look at the [Troubleshoot](#troubleshoot) section.

### Importing

```
```

```python
>>> from deepdiff import DeepDiff  # For Deep Difference of 2 objects
>>> from deepdiff import grep, DeepSearch  # For finding if item exists in an object
>>> from deepdiff import DeepHash  # For hashing objects based on their contents
```

## Deep Diff

DeepDiff gets the difference of 2 objects.

> - Please take a look at the [DeepDiff docs](deepdiff/diff_doc.rst)
> - The full documentation can be found on <https://deepdiff.readthedocs.io>

## A few Examples

> Note: This is just a brief overview of what DeepDiff can do. Please visit <https://deepdiff.readthedocs.io> for full documentation.

### List difference ignoring order or duplicates

```
```

```python
>>> t1 = {1:1, 2:2, 3:3, 4:{"a":"hello", "b":[1, 2, 3]}}
```
```python
>>> t2 = {1:1, 2:2, 3:3, 4:{"a":"hello", "b":[1, 3, 2, 3]}}
>>> ddiff = DeepDiff(t1, t2, ignore_order=True)
>>> print(ddiff)
{}
```

```python
### Report repetitions

This flag ONLY works when ignoring order is enabled.
Note that this feature is experimental.

```
```python
t1 = [1, 3, 1, 4]
t2 = [4, 4, 1]
ddiff = DeepDiff(t1, t2, ignore_order=True, report_repetition=True)
print(ddiff)...
```

which will print you:

```
```python
{'iterable_item_removed': {'root[1]': 3},
'repetition_change': {'root[0]': {'old_repeat': 2,
'old_indexes': [0, 2],
'new_indexes': [2],
'value': 1,
'new_repeat': 1},
'root[3]': {'old_repeat': 1,
'old_indexes': [3],
'new_indexes': [0, 1],
'value': 4,
'new_repeat': 2})}...
```

```python
### Exclude certain types from comparison:

```
```python
>>> l1 = logging.getLogger("test")
>>> l2 = logging.getLogger("test2")
>>> t1 = {"log": l1, 2: 1337}
>>> t2 = {"log": l2, 2: 1337}
>>> print(DeepDiff(t1, t2, exclude_types={logging.Logger}))
{}
```

```python
### Exclude part of your object tree from comparison

```
```python
```
```python
>>> t1 = {"for life": "vegan", "ingredients": ["no meat", "no eggs", "no dairy"]}
>>> t2 = {"for life": "vegan", "ingredients": ["veggies", "tofu", "soy sauce"]}
>>> print(DeepDiff(t1, t2, exclude_paths=["root[ingredients]"]))
{}
```

### Exclude Regex Paths

You can also exclude using regular expressions by using `exclude_regex_paths` and pass a set or list of path regexes to exclude. The items in the list could be raw regex strings or compiled regex objects.

```
>>> t1 = [{"a": 1, "b": 2}, {"c": 4, "b": 5}]
>>> t2 = [{"a": 1, "b": 3}, {"c": 4, "b": 5}]
>>> print(DeepDiff(t1, t2, exclude_regex_paths={r"root\[[\d+]\]\['b'\]"}))
{}
>>> exclude_path = re.compile(r"root\[[\d+]\]\['b'\]"
>>> print(DeepDiff(t1, t2, exclude_regex_paths=[exclude_path]))
{}
```

### Significant Digits

Digits **after** the decimal point. Internally it uses "\{'Xf}\".format(Your Number) to compare numbers where X=significant_digits.

```
>>> t1 = Decimal('1.52')
>>> t2 = Decimal('1.57')
>>> DeepDiff(t1, t2, significant_digits=0)
{}
>>> DeepDiff(t1, t2, significant_digits=1)
{"values_changed": {'root': {'old_value': Decimal('1.52'), 'new_value': Decimal('1.57')}}}
```

### Ignore Type Number - List that contains float and integer:

```
>>> from deepdiff import DeepDiff
>>> from pprint import pprint
>>> t1 = [1, 2, 3]
>>> t2 = [1.0, 2.0, 3.0]
>>> ddiff = DeepDiff(t1, t2)
>>> pprint(ddiff, indent=2)
{ 'type_changes': {'root[0]': {'new_type': <class 'float'>,
    'new_value': 1.0,
    'old_type': <class 'int'>,
```
{'old_value': 1},
'root[1]': {'new_type': <class 'float'>,
    'new_value': 2.0,
    'old_type': <class 'int'>,
    'old_value': 2},
'root[2]': {'new_type': <class 'float'>,
    'new_value': 3.0,
    'old_type': <class 'int'>,
    'old_value': 3}}}

```python
>>> ddiff = DeepDiff(t1, t2, ignore_type_in_groups=[(int, float)])
{ }
```n

## Views

Starting with DeepDiff v 3, there are two different views into your diffed data: text view (original) and tree view (new).

### Text View

Text view is the original and currently the default view of DeepDiff.

It is called text view because the results contain texts that represent the path to the data:

Example of using the text view.

```
```
```
>>> from deepdiff import DeepDiff
>>> t1 = {1:1, 3:3, 4:4}
>>> t2 = {1:1, 3:3, 5:5, 6:6}
>>> ddiff = DeepDiff(t1, t2)
>>> print(ddiff)
{'dictionary_item_added': {'root[5]', 'root[6]'}, 'dictionary_item_removed': {'root[4]'}}
```
```

So for example `ddiff['dictionary_item_removed']` is a set if strings thus this is called the text view.

The following examples are using the *default text view.*

The Tree View is introduced in DeepDiff v3 and provides traversing capabilities through your diffed data and more!

Read more about the Tree View at the [tree view section](#tree-view) of this page.

### Tree View

Starting the version v3 You can choose the view into the deepdiff results.

The tree view provides you with tree objects that you can traverse through to find the parents of the objects that are diffed and the actual objects that are being diffed.
### Value of an item has changed (Tree View)

```python
>>> from deepdiff import DeepDiff
>>> from pprint import pprint
>>> t1 = {1:1, 2:2, 3:3}
>>> t2 = {1:1, 2:4, 3:3}
>>> ddiff_verbose0 = DeepDiff(t1, t2, verbose_level=0, view='tree')
>>> ddiff_verbose0
{'values_changed': {<root[2]>}}

>>> ddiff_verbose1 = DeepDiff(t1, t2, verbose_level=1, view='tree')
>>> ddiff_verbose1
{'values_changed': {<root[2] t1:2, t2:4>}}
>>> set_of_values_changed = ddiff_verbose1['values_changed']
>>> # since set_of_values_changed includes only one item in a set
>>> # in order to get that one item we can:
>>> (changed,) = set_of_values_changed
>>> changed  # Another way to get this is to do: changed=list(set_of_values_changed)[0]
<root[2] t1:2, t2:4>
>>> changed.t1
2
>>> changed.t2
4
>>> # You can traverse through the tree, get to the parents!
>>> changed.up
<root t1:{1: 1, 2: 2,...}, t2:{1: 1, 2: 4,...}>
```

### Serialization

In order to convert the DeepDiff object into a normal Python dictionary, use the to_dict() method.

Note that to_dict will use the text view even if you did the diff in tree view.

Example:

```python
>>> t1 = {1: 1, 2: 2, 3: 3, 4: {"a": "hello", "b": [1, 2, 3]}}
>>> t2 = {1: 1, 2: 2, 3: 3, 4: {"a": "hello", "b": "world\n\nEnd"}}
>>> ddiff = DeepDiff(t1, t2, view='tree')
>>> ddiff.to_dict()
{'type_changes': {"root[4]['b']": {'old_type': <class 'list'>, 'new_type': <class 'str'>, 'old_value': [1, 2, 3], 'new_value': 'world\n\nEnd'}}}
```

In order to do safe json serialization, use the to_json() method.
Example:
```python
>>> t1 = {1: 1, 2: 2, 3: 3, 4: {"a": "hello", "b": [1, 2, 3]}}
>>> t2 = {1: 1, 2: 2, 3: 3, 4: {"a": "hello", "b": "world\n\n\nEnd"}}
>>> ddiff = DeepDiff(t1, t2, view='tree')
>>> ddiff.to_json()
'{"type_changes": {"root[4][\'b\']": {"old_type": "list", "new_type": "str", "old_value": [1, 2, 3], "new_value":
"world\\n\\n\\nEnd"}}}'
```

> - Please take a look at the [DeepDiff docs](deepdiff/diff_doc.rst)
> - The full documentation can be found on <https://deepdiff.readthedocs.io>

# Deep Search
DeepDiff comes with a utility to find the path to the item you are looking for.
It is called DeepSearch and it has a similar interface to DeepDiff.
Let's say you have a huge nested object and want to see if any item with the word `somewhere` exists in it.
Just grep through your objects as you would in shell!
```py
from deepdiff import grep
obj = {"long": "somewhere", "string": 2, 0: 0, "somewhere": "around"}
ds = obj | grep("somewhere")
print(ds)
```
Which will print:
```py
{'matched_paths': {"root['somewhere']"},
'matched_values': {"root['long']"}}
```
And you can pass all the same kwargs as DeepSearch to grep too:
```py
>>> obj | grep(item, verbose_level=2)
{'matched_paths': {"root['somewhere']": 'around'}, 'matched_values': {"root['long']": 'somewhere'}}
```
> - Please take a look at the [DeepSearch docs](deepdiff/search_doc.rst)
> - The full documentation can be found on <https://deepdiff.readthedocs.io>

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# Deep Hash

(New in v4-0-0)

DeepHash is designed to give you hash of ANY python object based on its contents even if the object is not considered hashable!

DeepHash is supposed to be deterministic in order to make sure 2 objects that contain the same data, produce the same hash.

> - Please take a look at the [DeepHash docs](deepdiff/deephash_doc.rst)
> - The full documentation can be found on [https://deepdiff.readthedocs.io](https://deepdiff.readthedocs.io)

Let's say you have a dictionary object.

```py
>>> from deepdiff import DeepHash

>>> obj = {1: 2, 'a': 'b'}
```

If you try to hash it:

```py
>>> hash(obj)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: unhashable type: 'dict'
```

But with DeepHash:

```py
>>> from deepdiff import DeepHash

>>> obj = {1: 2, 'a': 'b'}

>>> DeepHash(obj)
{4355639248: 2468916477072481777512283587789292749, 4355639280: -35787773492556653776377555218122431491, 4358636128: -88390647972316138151822486391929534118, 4358009664: 8833996863197925870419376694314494743, 4357467952: 34150898645750099477987229399128149852}
```

So what is exactly the hash of obj in this case?

DeepHash is calculating the hash of the obj and any other object that obj contains.

The output of DeepHash is a dictionary of object IDs to their hashes.

In order to get the hash of obj itself, you need to use the object (or the id of object) to get its hash:

```py
>>> hashes = DeepHash(obj)
```
>>> hashes[obj]
34150898645750099477987229399128149852
```

Which you can write as:
```
```py
>>> hashes = DeepHash(obj)[obj]
```py
```

At first it might seem weird why DeepHash(obj)[obj] but remember that DeepHash(obj) is a dictionary of
hashes of all other objects that obj contains too.

> - Please take a look at the [DeepHash docs](deepdiff/deephash_doc.rst)
> - The full documentation can be found on <https://deepdiff.readthedocs.io>

# Using DeepDiff in unit tests

`result` is the output of the function that is being tests.
`expected` is the expected output of the function.

```
```python
self.assertEqual(DeepDiff(expected, result), {})```
```
```

or if you are using Pytest:
```
```python
assert not DeepDiff(expected, result)
```
```
```

In other words, assert that there is no diff between the expected and the result.

# Difference with Json Patch

Unlike [Json Patch](https://tools.ietf.org/html/rfc6902) which is designed only for Json objects, DeepDiff is
designed specifically for almost all Python types. In addition to that, DeepDiff checks for type changes and attribute
value changes that Json Patch does not cover since there are no such things in Json. Last but not least, DeepDiff
gives you the exact path of the item(s) that were changed in Python syntax.

Example in Json Patch for replacing:
```
`{ "op": "replace", "path": "/a/b/c", "value": 42 }`
```

Example in DeepDiff for the same operation:
```python
>>> item1 = {'a':{'b':{'c':'foo'}}}
>>> item2 = {'a':{'b':{'c':42}}}
>>> DeepDiff(item1, item2)
{'type_changes': {'root['a']['b']['c']: {'old_type': <type 'str'>, 'new_value': 42, 'old_value': 'foo', 'new_type': <type 'int'>}}}
```

# Pycon 2016

I was honored to give a talk about how DeepDiff does what it does at Pycon 2016. Please check out the video and let me know what you think:

[Diff It To Dig It Video](https://www.youtube.com/watch?v=J5r99eJxIF4)

And here is more info: <http://zepworks.com/blog/diff-it-to-digg-it/>

# Documentation


# Troubleshoot

## Murmur3

`Failed to build mmh3 when installing DeepDiff`

DeepDiff prefers to use Murmur3 for hashing. However you have to manually install murmur3 by running: `pip install mmh3`

On MacOS Mojave some user experience difficulty when installing Murmur3.

The problem can be solved by running:

`xcode-select --install`

And then running

`pip install mmh3`

# ChangeLog

- v4.0.6: found a tiny bug in Python formatting of numbers in scientific notation. Added a workaround.
- v4.0.5: Fixing number diffing. Adding number_format_notation and number_to_string_func.
- v4.0.4: Adding ignore_string_case and ignore_type_subclasses
- v4.0.3: Adding versionbump tool for release
- v4.0.2: Fixing installation issue where rst files are missing.
- v4-0-1: Fixing installation Tarball missing requirements.txt. DeepDiff v4+ should not show up as pip installable for Py2. Making Murmur3 installation optional.
- v4-0-0: Ending Python 2 support, Adding more functionalities and documentation for DeepHash. Switching to Pytest for testing. Switching to Murmur3 128bit for hashing. Fixing classes which inherit from classes with slots didn't have all of their slots compared. Renaming ContentHash to DeepHash. Adding exclude by path and regex path to DeepHash. Adding ignore_type_in_groups. Adding match_string to DeepSearch. Adding Timedelta object diffing.
- v3-5-0: Exclude regex path
- v3-3-0: Searching for objects and class attributes
- v3-2-2: Adding help(deepdiff)
- v3-2-1: Fixing hash of None
- v3-2-0: Adding grep for search: object | grep(item)
- v3-1-3: Unicode vs. Bytes default fix
- v3-1-2: NotPresent Fix when item is added or removed.
- v3-1-1: Bug fix when item value is None (#58)
- v3-1-0: Serialization to/from json
- v3-0-0: Introducing Tree View
- v2-5-3: Bug fix on logging for content hash.
- v2-5-2: Bug fixes on content hash.
- v2-5-0: Adding ContentHash module to fix ignore_order once and for all.
- v2-1-0: Adding Deep Search. Now you can search for item in an object.
- v2-0-0: Exclusion patterns better coverage. Updating docs.
- v1-8-0: Exclusion patterns.
- v1-7-0: Deep Set comparison.
- v1-6-0: Unifying key names. i.e newvalue is new_value now. For backward compatibility, newvalue still works.
- v1-5-0: Fixing ignore order containers with unordered items. Adding significant digits when comparing decimals. Changes property is deprecated.
- v1-1-0: Changing Set, Dictionary and Object Attribute Add/Removal to be reported as Set instead of List. Adding Pypy compatibility.
- v1-0-2: Checking for ImmutableMapping type instead of dict
- v1-0-1: Better ignore order support
- v1-0-0: Restructuring output to make it more useful. This is NOT backward compatible.
- v0-6-1: Fixing iterables with unhashable when order is ignored
- v0-6-0: Adding unicode support
- v0-5-9: Adding decimal support
- v0-5-8: Adding ignore order of unhashables support
- v0-5-7: Adding ignore order support
- v0-5-6: Adding slots support
- v0-5-5: Adding loop detection

# Releases

We use bump2version to bump and tag releases.

```bash
git checkout master && git pull
bumpversion {patch|minor|major}
```
git push && git push --tags
```
# Contribute

1. Please make your PR against the dev branch
2. Please make sure that your PR has tests. Since DeepDiff is used in many sensitive data driven projects, we maintain 100% test coverage on the code. There are occasionally exceptions to that rule but that is rare.

Thank you!

# Authors

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- Victor Hahn Castell for major contributions
  - [hahncastell.de](http://hahncastell.de)
  - [flexoptix.net](http://www.flexoptix.net)

- nfvs for Travis-CI setup script.
- brbsix for initial Py3 porting.
- WangFenjin for unicode support.
- timoiyia for comparing list of sets when ignoring order.
- Bernhard10 for significant digits comparison.
- b-jazz for PEP257 cleanup, Standardize on full names, fixing line endings.
- finnhughes for fixing __slots__
- moloney for Unicode vs. Bytes default
- serv-inc for adding help(deepdiff)
- movermeyer for updating docs
- maxrothman for search in inherited class attributes
- maxrothman for search for types/objects
- MartyHub for exclude regex paths
- sreecodeslayer for DeepSearch match_string
- Brian Maissy (brianmaissy) for weakref fix, enum tests
- Bartosz Borowik (boba-2) for Exclude types fix when ignoring order
- Brian Maissy (brianmaissy) for fixing classes which inherit from classes with slots didn't have all of their slots compared
- Juan Soler (Soleronline) for adding ignore_type_number
- mthaddon for adding timedelta diffing support

Platform: UNKNOWN
Classifier: Intended Audience :: Developers
Classifier: Operating System :: OS Independent
Classifier: Topic :: Software Development
Classifier: Programming Language :: Python :: 3.4
1.410 netty-tcnative-boringssl-static
2.0.17.Final

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1071988522_1594967507.9/0/netty-tcnative-boringssl-static-2.0.17-final-sources-jar/io/netty/internal/tcnative/SessionTicketKey.java
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jar/io/netty/internal/tcnative/CertificateCallback.java
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jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java
* /opt/ws_local/PERMITS_SQL/1071988522_1594967507.9/0/netty-tcnative-boringssl-static-2-0-17-final-sources-
jar/io/netty/internal/tcnative/SniHostNameMatcher.java
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*/opt/ws_local/PERMITS_SQL/1071988522_1594967507.9/0/netty-tcnative-boringssl-static-2-0-17-final-sources-
jar/io/netty/internal/tcnative/Buffer.java
*/opt/ws_local/PERMITS_SQL/1071988522_1594967507.9/0/netty-tcnative-boringssl-static-2-0-17-final-sources-
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1.411 spring-web-mvc 5.3.7
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A contract for inspecting and potentially modifying request data values such as URL query parameters or form field values before they are rendered by a view or before a redirect.

Implementations may use this contract for example as part of a solution to provide data integrity, confidentiality, protection against cross-site request forgery (CSRF), and others or for other tasks such as automatically adding a hidden field to all forms and URLs.

View technologies that support this contract can obtain an instance to delegate to via `@link RequestContext#getRequestDataValueProcessor()`.

@since 3.1

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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/resource/ResourceTransformer.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/config/InterceptorsBeanDefinitionParser.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/config/InterceptorSsBeanDefinitionParser.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/config/DefaultServletHandlerBeanDefinitionParser.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/Controller.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/tiles3/SpringLocaleResolver.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/AbstractTemplateView.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/tiles3/SpringBeanPreparerFactory.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/tiles3/SpringBeanPreparerFactory.java

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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/AbstractTemplateView.java
jar/org/springframework/web/servlet/view/tiles3/AbstractSpringPreparerFactory.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/LastModified.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/handler/SimpleServletHandlerAdapter.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/SmartView.java
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* /opt/cola/permits/116771727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/LocaleResolver.java
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* /opt/cola/permits/116771727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/ParameterizableViewController.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/method/RequestMappingInfoHandlerMethodMappingNamingStrategy.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ServletInvocableHandlerMethod.java
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/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 *<p>The XSLT Source object is supplied as a parameter in the model and then
 * a specific entry in the model via the '{@code setSourceKey sourceKey}' property or
 * have Spring locate the Source object. This class also provides basic conversion
 * of objects into Source implementations. See '{@code getSourceTypes()}' here
 * for more details.
 *<p>All model parameters are passed to the XSLT Transformer as parameters.
 * In addition the user can configure '{@code setOutputProperties output properties}'
 * to be passed to the Transformer.
 *<p>Rob Harrop
 *<p>Juergen Hoeller
* @since 2.0
*/

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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/tags/form/FormTag.java
* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/tags/BindTag.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/tags/form/AbstractCheckedElementTag.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources.jar/org/springframework/web/servlet/support/BindStatus.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/handler/HandlerMappingIntrospector.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/view/xslt/XsltViewResolver.java
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* /opt/cola/permits/1167717727_1621845526.89/0/spring-webmvc-5-3-7-sources-jar/org/springframework/web/servlet/mvc/method/annotation/ModelAndViewResolverMethodReturnValueHandler.java

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

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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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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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

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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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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

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* /opt/cola/permits/1110662872_1606842281.4/0/plexus-classworlds-2-5-2-sources-2-jar/org/codehaus/classworlds/ClassWorldException.java
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* /opt/cola/permits/1110662872_1606842281.4/0/plexus-classworlds-2-5-2-sources-2-jar/org/codehaus/classworlds/launcher/Configurator.java
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* /opt/cola/permits/1110662872_1606842281.4/0/plexus-classworlds-2-5-2-sources-2-jar/org/codehaus/classworlds/realm/DuplicateRealmException.java
* /opt/cola/permits/1110662872_1606842281.4/0/plexus-classworlds-2-5-2-sources-2-jar/org/codehaus/classworlds/ClassWorldsException.java
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The following provides more details on the included cryptographic software:

This software uses the SSL libraries from the Jetty project written by mortbay.org.
Hadoop Yarn Server Web Proxy uses the BouncyCastle Java cryptography APIs written by the Legion of the Bouncy Castle Inc.

1.434 spring-beans 5.3.7
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1.452 go-cty-yaml 1.0.1
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1.454 gorilla 1.1.1

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1.455 neko-html 1.9.22

1.456 libxml 2.9.1-7.el7_9.0atomix2

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1.459 coards 1.0.5

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Metadata-Version: 1.0
Name: coards
Version: 1.0.5
Summary: A parser for COADS-compliant dates
Home-page: http://code.dealmeida.net/coards
Author: Roberto De Almeida
Author-email: roberto@dealmeida.net
License: MIT
Description: A COADS compliant time parser

This module is intended to help parse time values represented using the `COARDS convention`_. Here is a simple example:

.. code-block:: pycon

    >>> from coards import parse
    >>> a = [1, 2, 3]
    >>> units = 'days since 1998-03-01 12:00:00'
    >>> b = [parse(value, units) for value in a]
    >>> print b

    [datetime.datetime(1998, 3, 2, 12, 0), datetime.datetime(1998, 3, 3, 12, 0),
     datetime.datetime(1998, 3, 4, 12, 0)]

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News
=====

1.0.5

_____
*Create converter object.*

1.0.4
-----

*Parse microseconds.*

1.0.3.2
-----

*Allow origin to be expressed only as HH.*

1.0.3.1
-----

*Fix minor typo in code.*

1.0.3
-----

*Create parser/formatter objects to avoid repeated parsing.*

*Happy Valentine's!*

1.0.2
-----

*Fixed regexp that parses the origin.*

1.0.1
-----

*Parse RFC3339 dates.*

1.0
**Release date: 20120529**

* Refactored code so that it works with more dates.
* Using modern-package-template for directory structure.

Keywords: coards date parse udunits
Platform: UNKNOWN

Found in path(s):
* /opt/cola/permits/1159252399_1620104469.74/0/coards-1-0-5-tar-gz/coards-1.0.5/src/coards.egg-info/PKG-INFO
* /opt/cola/permits/1159252399_1620104469.74/0/coards-1-0-5-tar-gz/coards-1.0.5/PKG-INFO

### 1.460 mongo-java-driver 3.12.10

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 * https://github.com/marianobarrios/tls-channel
 */
/**
 * Writes a sequence of bytesProduced to this channel from a subsequence of the
 * given buffers.
 *
 * <p>
 * See `{@link GatheringByteChannel#write(ByteBuffer[], int, int)}` for more
 * details of the meaning of this signature.
 *
 * <p>
 * This method behaves slightly different than the interface specification,
 ```
* with respect to non-blocking responses, see {@link #write(ByteBuffer)}
* for more details.
*
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from
*                 which bytesProduced are to be retrieved; must be non-negative and no
*                 larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*                non-negative and no larger than <tt>srcs.length</tt>
*                &nbsp;-&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&n...
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
* cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
* and a task needs to be executed to complete the operation
* @throws SSLException if the `{@link SSLEngine}` throws a SSLException
* @throws IOException if the underlying channel throws an IOException
* /

Found in path(s):
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/com/mongodb/internal/connection/tlschannel/TlsChannel.java
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jar/org/bson/codecs/pojo/IdGenerator.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/org/bson/codecs/pojo/IdPropertyModelHolder.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/org/bson/codecs/BsonCodec.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/org/bson/codecs/BsonCodecProvider.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/org/bson/codecs/ObjectIdGeneratorsImpl.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/org/bson/codecs/pojo/IdGenerators.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-
jar/com/mongodb/client/model/AggregationLevel.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/jsr310/InstantCodec.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/jsr310/LocalTimeCodec.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/jsr310/LocalDateCodec.java
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 */

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

Found in path(s):
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources.jar/com/mongodb/internal/connection/ConcurrentLinkedDeque.java

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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/assertions/Assertions.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/util/CopyOnWriteMap.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/util/AbstractCopyOnWriteMap.java

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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/annotations/Beta.java

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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/annotations/ThreadSafe.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/annotations/Immutable.java

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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/internal/FallbackMongoIterableFactory.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/operation/CommitTransactionOperation.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/pojo/InstanceCreatorFactory.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/internal/connection/SingleServerCluster.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/internal/CryptConnection.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/event/ServerHeartbeatFailedEvent.java
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jar/com/mongodb/event/ServerListenerAdapter.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/BsonArray.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/binding/SingleConnectionReadBinding.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/MongoSecurityException.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/configuration/package-info.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/connection/ConnectionId.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/QueryOperators.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/relaxedExtendedJsonDateTimeConverter.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/ShellInt64Converter.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/geojson/codecs/PolygonCodec.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/UuidRepresentation.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/codecs/BsonTypeCodecMap.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/geojson/CoordinateReferenceSystem.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/event/ConnectionPoolListener.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/BulkWriteHelper.java
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* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/geojson/Position.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/event/ConnectionPoolWaitQueueEnteredEvent.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/BsonDocument.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/DefaultDBCallback.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/operation/AggregateToCollectionOperation.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/FindIterable.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/WriteResult.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/event/ServerMonitorListener.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/geojson/CoordinateReferenceSystemType.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/UpdateManyModel.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/org/bson/json/ShellDateTimeConverter.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/client/model/UpdateManyModel.java
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jar/org/bson/RawBsonArray.java
* /opt/cola/permits/1195437062_1631558702.46/0/mongo-java-driver-3-12-10-sources-jar/com/mongodb/ReplicaSetStatus.java
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* javax.servlet:javax.servlet-api
* javax.annotation:javadoc.annotation-api
* javax.transaction:javadoc.transaction-api
* javax.websocket:javadoc.websocket-api

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

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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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import "time"

// FeatureType store features types
type FeatureType string

const (    
    // HA means High Availability    
    HA = FeatureType("HA")    
    // DEV means developer licence    
    DEV = FeatureType("DEV")    
    // TRIAL means trial licence    
    TRIAL = FeatureType("TRIAL")
    
)

// Licence holds the information to be encoded in the licence key. It needs to be synced across    // the django server running on portal-API as well as the corresponding decoding package on the    // storageOS control plane

type Licence struct {
    ArrayUUID string `json:"arrayUUID,omitempty"
    ClusterID string `json:"clusterID,omitempty"
    CustomerID string `json:"customerID"
    CustomerName string `json:"customerName"
    Storage int `json:"storage"
    ValidUntil time.Time `json:"validUntil"
    LicenceType string `json:"licenceType"
    Features map[FeatureType]bool `json:"features"
    Unregistered bool `json:"unregistered"
    
}

// LicenceKeyContainer - stores a licence key

type LicenceKeyContainer struct {    
    Key string `json:"key"
    
}
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package migration

import "fmt"

// Notice is a migration warning
type Notice struct {
    Plugin     string
    Option     string
    Severity   string // 'deprecated', 'removed', or 'unsupported'
    ReplacedBy string
    Additional string
    Version    string
}

func (n *Notice) ToString() string {
    s := ""
    if n.Option == "" {
        s += fmt.Sprintf(`Plugin "%v" `, n.Plugin)
    } else {
        s += fmt.Sprintf(`Option "%v" in plugin "%v" `, n.Option, n.Plugin)
    }
    if n.Severity == SevUnsupported {
        s += `is unsupported by this migration tool in " + n.Version + ".`
    } else if n.Severity == SevNewDefault {
        s += `is added as a default in " + n.Version + ".`
    } else {
        s += `is " + n.Severity + " in " + n.Version + ".`
    }
    return s
}
if n.ReplacedBy != "" {
    s += fmt.Sprintf(` It is replaced by "%v"`, n.ReplacedBy)
}
if n.Additional != "" {
    s += " " + n.Additional
}
return s
}

const {
    // The following statuses are used to indicate the state of support/deprecation in a given release.
    SevDeprecated  = "deprecated" // deprecated, but still completely functional
    SevIgnored     = "ignored"     // if included in the corefile, it will be ignored by CoreDNS
    SevRemoved     = "removed"     // completely removed from CoreDNS, and would cause CoreDNS to exit if present
                                // in the Corefile
    SevNewDefault  = "newdefault"  // added to the default corefile. CoreDNS may not function properly if it is not
                                // present in the corefile.
    SevUnsupported = "unsupported" // the plugin/option is not supported by the migration tool

    // The following statuses are used for selecting/filtering notifications
    SevAll = "all" // show all statuses
}

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package storageos

import (
    "encoding/json"
    "github.com/storageos/go-api/types"
)

const (
    licenceAPIPrefix = "licencing"
)

// Licence returns the current licence on the server.
func (c *Client) Licence() (*types.Licence, error) {
    resp, err := c.do("GET", licenceAPIPrefix, doOptions{})
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()
    licence := &types.Licence{}
    if err := json.NewDecoder(resp.Body).Decode(&licence); err != nil {
        return nil, err
    }
    return licence, nil
}

// LicenceApply applies a licence on the server.
func (c *Client) LicenceApply(licenceKey string) error {
    _, err := c.do("POST", licenceAPIPrefix, doOptions{
        data: &types.LicenceKeyContainer{Key: licenceKey},
    })
    return err
}

// LicenceDelete removes the current licence.
func (c *Client) LicenceDelete() error {
    resp, err := c.do("DELETE", licenceAPIPrefix, doOptions{})
    if err != nil {
        return err
    }
    return resp.Body.Close()
}

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tomb - support for clean goroutine termination in Go.

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package simulator

import (
    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/mo"
    "github.com/vmware/govmomi/vim25/soap"
    "github.com/vmware/govmomi/vim25/types"
)

// EvalLicense is the default license
var EvalLicense = types.LicenseManagerLicenseInfo{
    LicenseKey: "00000-00000-00000-00000-00000",
    EditionKey: "eval",
    Name: "Evaluation Mode",
    Properties: []types.KeyAnyValue{
        {Key: "feature",
         Value: types.KeyValue{
             Key: "serialuri:2",
             Value: "Remote virtual Serial Port Concentrator",
         }},
        {Key: "feature",
         Value: types.KeyValue{
             Key: "dvs",
             Value: "vSphere Distributed Switch",
         }}
    }
}
type LicenseManager struct {
    mo.LicenseManager
}

func NewLicenseManager(ref types.ManagedObjectReference) object.Reference {
    m := &LicenseManager{
        Self: ref,
        Licenses: []types.LicenseManagerLicenseInfo{EvalLicense}
    }
    if Map.IsVPX() {
        am := Map.Put(&LicenseAssignmentManager{}).Reference()
        m.LicenseAssignmentManager = &am
    }
    return m
}

func (m *LicenseManager) AddLicense(req *types.AddLicense) soap.HasFault {
    body := &methods.AddLicenseBody{
        Res: &types.AddLicenseResponse{},
    }
    for _, license := range m.Licenses {
        if license.LicenseKey == req.LicenseKey {
            body.Res.Returnval = licenseInfo(license.LicenseKey, license.Labels)
            return body
        }
    }
    m.Licenses = append(m.Licenses, types.LicenseManagerLicenseInfo{
        LicenseKey: req.LicenseKey,
        Labels:     req.Labels,
    })

    body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)
    return body
}

func (m *LicenseManager) RemoveLicense(req *types.RemoveLicense) soap.HasFault {
    body := &methods.RemoveLicenseBody{
        Res: &types.RemoveLicenseResponse{},
    }
    for i, license := range m.Licenses {

    }
}


if req.LicenseKey == license.LicenseKey {
m.Licenses = append(m.Licenses[:i], m.Licenses[i+1:]...)  
return body  
}  
}  
return body  
}

func (m *LicenseManager) UpdateLicenseLabel(req *types.UpdateLicenseLabel) soap.HasFault {  
body := &methods.UpdateLicenseLabelBody{} 

for i := range m.Licenses {  
license := &m.Licenses[i]  

if req.LicenseKey != license.LicenseKey {  
continue  
}  

body.Res = new(types.UpdateLicenseLabelResponse)  

for j := range license.Labels {  
label := &license.Labels[j]  

if label.Key == req.LabelKey {  
if req.LabelValue == "" {  
license.Labels = append(license.Labels[:i], license.Labels[i+1:]...)  
} else {  
label.Value = req.LabelValue  
}  
return body  
}  

license.Labels = append(license.Labels, types.KeyValue{  
Key: req.LabelKey,  
Value: req.LabelValue,  
})  
return body  
}  

body.Fault_ = Fault("", &types.InvalidArgument{InvalidProperty: "licenseKey"})  
return body  
}

type LicenseAssignmentManager struct {  
mo.LicenseAssignmentManager  
}
func (m *LicenseAssignmentManager) QueryAssignedLicenses(req *types.QueryAssignedLicenses) soap.HasFault {
    body := &methods.QueryAssignedLicensesBody{
        Res: &types.QueryAssignedLicensesResponse{
        
    }

    // EntityId can be a HostSystem or the vCenter InstanceUuid
    if req.EntityId != "" {
        if req.EntityId != Map.content().About.InstanceUuid {
            id := types.ManagedObjectReference{
                Type: "HostSystem",
                Value: req.EntityId,
            }
            if Map.Get(id) == nil {
                return body
            }
        }
    }

    body.Res.Returnval = []types.LicenseAssignmentManagerLicenseAssignment{
        {
            EntityId: req.EntityId,
            AssignedLicense: EvalLicense,
        },
    }

    return body
}

func licenseInfo(key string, labels []types.KeyValue) types.LicenseManagerLicenseInfo {
    info := EvalLicense
    info.LicenseKey = key
    info.Labels = labels

    return info
}

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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1.468 graphql v1.1.0

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{{-# LANGUAGE QuasiQuotes  #-}
{-# LANGUAGE RankNTypes  #-}
{-# LANGUAGE TypeApplications  #-}
{-# LANGUAGE TypeFamilies  #-}
{-# LANGUAGE TypeFamilyDependencies #-}
module Hasura.RQL.DDL.Permission.Internal where

import Control.Lens hiding ((.=))
import Data.Aeson.Casing
import Data.Aeson.TH
import Data.Aeson.Types
import Instances.TH.Lift ()
import Language.Haskell.TH.Syntax (Lift)

import qualified Data.HashMap.Strict as M
import qualified Data.Text.Extended as T
import qualified Hasura.SQL.DML as S
import Hasura.EncJSON
import Hasura.Incremental (Cacheable)
import Hasura.Prelude
import Hasura.RQL.GBoolExp
import Hasura.RQL.Types
import Hasura.Server.Utils
import Hasura.SQL.Types
import Hasura.SQL.Value

import qualified Database.PG.Query as Q

data PermColSpec
  = PCStar
  | PCCols ![PGCol]
  deriving (Show, Eq, Lift, Generic)
instance Cacheable PermColSpec

instance FromJSON PermColSpec where
  parseJSON (String "*") = return PCStar
  parseJSON x            = PCCols <$> parseJSON x

instance ToJSON PermColSpec where
  toJSON (PCCols cols) = toJSON cols
  toJSON PCStar        = "*"

convColSpec :: FieldInfoMap FieldInfo -> PermColSpec -> [PGCol]
convColSpec _ (PCCols cols) = cols
convColSpec cim PCStar     = map pgiColumn $ getCols cim

permissionIsDefined :: Maybe RolePermInfo -> PermAccessor a -> Bool
permissionIsDefined rpi pa =
  isJust $ join $ rpi ^. _Just.permAccToLens pa

assertPermDefined
assertPermDefined roleName pa tableInfo =
  unless (permissionIsDefined rpi pa) $ throw400 PermissionDenied $ mconcat
  ["","permission on ","for role ","does not exist"
  ]
  where
    rpi = M.lookup roleName $ _tiRolePermInfoMap tableInfo

askPermInfo::(MonadError QErr m)
  => TableName
  => RoleName
  => PermAccessor c
  => m c

askPermInfo tabInfo roleName pa =
  case M.lookup roleName rpim >>= (^. paL) of
    Just c -> return c
    Nothing -> throw400 PermissionDenied $ mconcat
      ["permission on ","for role ","does not exist"
      ]
  where
    paL = permAccToLens pa
    pt = permTypeToCode $ permAccToType pa
    rpim = _tiRolePermInfoMap tabInfo

savePermToCatalog::(ToJSON a)
  => PermType
  => QualifiedTable
  => PermDef a
  => SystemDefined
  => Q.TxE QErr ()

savePermToCatalog pt (QualifiedObject sn tn) (PermDef rn qdef mComment) systemDefined =
  Q.unitQE defaultTxErrorHandler [Q.sql]
    INSERT INTO
      hdb_catalog.hdb_permission
      (table_schema, table_name, role_name, perm_type, perm_def, comment, is_system_defined)
    VALUES ($1, $2, $3, $4, $5 :: jsonb, $6, $7)
  [] (sn, tn, rn, permTypeToCode pt, Q.AltJ qdef, mComment, systemDefined) True
updatePermDefInCatalog :: (ToJSON a) => PermType -> QualifiedTable -> RoleName -> a -> Q.Tx QErr ()
updatePermDefInCatalog pt (QualifiedObject sn tn) rn qdef = Q.unitQE defaultTxErrorHandler [Q.sql]
    UPDATE hdb_catalog.hdb_permission
    SET perm_def = $1 :: jsonb
    WHERE table_schema = $2 AND table_name = $3
    AND role_name = $4 AND perm_type = $5
    [] (Q.AltJ qdef, sn, tn, rn, permsToCode pt) True

dropPermFromCatalog :: QualifiedTable -> RoleName -> PermType -> Q.Tx QErr ()
dropPermFromCatalog (QualifiedObject sn tn) rn pt = Q.unitQE defaultTxErrorHandler [Q.sql]
    DELETE FROM
        hdb_catalog.hdb_permission
    WHERE
        table_schema = $1
    AND table_name = $2
    AND role_name = $3
    AND perm_type = $4
    [] (sn, tn, rn, permsToCode pt) True

type CreatePerm a = WithTable (PermDef a)
data PermDef a =
    PermDef
        { pdRole :: !RoleName,
        . pdPermission :: !a,
        . pdComment :: !(Maybe T.Text)
        } deriving (Show, Eq, Lift, Generic)
instance (Cacheable a) => Cacheable (PermDef a)
$(deriveFromJSON (aesonDrop 2 snakeCase){omitNothingFields=True} "PermDef")

instance (ToJSON a) => ToJSON (PermDef a) where
toJSON = object . toAesonPairs

instance (ToJSON a) => ToAesonPairs (PermDef a) where
toAesonPairs (PermDef rn perm comment) =
data CreatePermP1Res a
  = CreatePermP1Res
    { cprInfo :: !a
    , cprDeps :: ![SchemaDependency]}
    deriving (Show, Eq)

procBoolExp :: (QErrM m, TableCoreInfoRM m)
  => QualifiedTable
  -> FieldInfoMap FieldInfo
  -> BoolExp
  -> m (AnnBoolExpPartialSQL, [SchemaDependency])
procBoolExp tn fieldInfoMap be = do
  abe <- annBoolExp valueParser fieldInfoMap $ unBoolExp be
  let deps = getBoolExpDeps tn abe
  return (abe, deps)

isReqUserId :: T.Text -> Bool
isReqUserId = (== "req_user_id") . T.toLower

getDepHeadersFromVal :: Value -> [T.Text]
getDepHeadersFromVal val = case val of
  Object o -> parseObject o
  _        -> parseOnlyString val
where
  parseOnlyString v = case v of
    (String t) 
      | isUserVar t -> [T.toLower t]
      | isReqUserId t -> [userIdHeader]
      | otherwise -> []
    _ -> []
  parseObject o =
    concatMap getDepHeadersFromVal (M.elems o)

getDependentHeaders :: BoolExp -> [T.Text]
getDependentHeaders (BoolExp boolExp) =
  flip foldMap boolExp $ \(ColExp _ v) -> getDepHeadersFromVal v

valueParser :: (MonadError QErr m)
  => PGType PGColumnType -> Value -> m PartialSQLExp
valueParser pgType = \case
  -- When it is a special variable
String t
  | isUserVar t -> return $ mkTypedSessionVar pgType t
  | isReqUserId t -> return $ mkTypedSessionVar pgType userIdHeader
-- Typical value as Aeson's value
val -> case pgType of
PGTypeScalar columnType -> PSQLExp . toTxtValue <$> parsePGScalarValue columnType val
PGTypeArray ofType -> do
  vals <- runAesonParser parseJSON val
  WithScalarType scalarType scalarValues <- parsePGScalarValues ofType vals
  return . PSQLExp $ S.SETyAnn
    (S.SEArray $ map (toTxtValue . WithScalarType scalarType) scalarValues)
    (S.mkTypeAnn $ PGTypeArray scalarType)

injectDefaults :: QualifiedTable -> QualifiedTable -> Q.Query
injectDefaults qv qt =
  Q.fromText $ mconcat
    [ "SELECT hdb_catalog.inject_table_defaults("
    , pgFmtLit vsn
    , ", "
    , pgFmtLit vn
    , ", "
    , pgFmtLit tsn
    , ", "
    , pgFmtLit tn
    , ")\n    ]
where
  QualifiedObject (SchemaName vsn) (TableName vn) = qv
  QualifiedObject (SchemaName tsn) (TableName tn) = qt

data DropPerm a
  = DropPerm
    { dipTable :: !QualifiedTable
    , dipRole  :: !RoleName
    }
  deriving (Show, Eq, Lift)

$(deriveJSON (aesonDrop 3 snakeCase){omitNothingFields=True}) "DropPerm"

type family PermInfo a = r | r -> a

class (ToJSON a) => IsPerm a where

  permAccessor
    :: PermAccessor (PermInfo a)

  buildPermInfo
    :: (QErrM m, TableCoreInfoRM m)
getPermAcc1 :: PermDef a -> PermAccessor (PermInfo a)
getPermAcc1 _ = permAccessor

getPermAcc2 :: DropPerm a -> PermAccessor (PermInfo a)
getPermAcc2 _ = permAccessor

addPermP2 :: (IsPerm a, MonadTx m, HasSystemDefined m) => QualifiedTable -> PermDef a -> m ()
addPermP2 tn pd = do
let pt = permAccToType $ getPermAcc1 pd
systemDefined <- askSystemDefined
liftTx $ savePermToCatalog pt tn pd systemDefined

runCreatePerm :: (UserInfoM m, CacheRWM m, IsPerm a, MonadTx m, HasSystemDefined m)
=> CreatePerm a -> m EncJSON
runCreatePerm (WithTable tn pd) = do
addPermP2 tn pd
let pt = permAccToType $ getPermAcc1 pd
buildSchemaCacheFor $ MOTableObj tn (MTOPerm (pdRole pd) pt)
pure successMsg

dropPermP1 :: (QErrM m, CacheRM m, IsPerm a)
=> DropPerm a -> m (PermInfo a)
dropPermP1 dp@(DropPerm tn rn) = do
tabInfo <- askTabInfo tn
askPermInfo tabInfo rn $ getPermAcc2 dp

dropPermP2 :: forall a m. (MonadTx m, IsPerm a) => DropPerm a -> m ()
dropPermP2 dp@(DropPerm tn rn) = do
liftTx $ dropPermFromCatalog tn rn pt
where
pa = getPermAcc2 dp
pt = permAccToType pa

runDropPerm :: (IsPerm a, UserInfoM m, CacheRWM m, MonadTx m)
=> DropPerm a -> m EncJSON
runDropPerm defn = do
dropPermP1 defn
dropPermP2 defn
withNewInconsistentObjsCheck buildSchemaCache
return successMsg

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module Hasura.RQL.DDL.Permission
  ( CreatePerm
    , runCreatePerm
    , purgePerm
    , PermDef(..)

    , InsPerm(..)
    , InsPermDef
    , CreateInsPerm
    , buildInsPermInfo

    , SelPerm(..)
    , SelPermDef
    , CreateSelPerm
    , buildSelPermInfo

    , UpdPerm(..)
    , UpdPermDef
    , CreateUpdPerm
    , buildUpdPermInfo

    , DelPerm(..)
    , DelPermDef
    , CreateDelPerm
    , buildDelPermInfo

    , IsPerm(..)
    , addPermP2

    , DropPerm
    , runDropPerm

    , SetPermComment(..)
    , runSetPermComment

    , fetchPermDef
  ) where

  import           Hasura.EncJSON
  import           Hasura.Incremental                 (Cacheable)
  import           Hasura.Prelude
import Hasura.RQL.DDL.Permission.Internal
import Hasura.RQL.DML.Internal hiding (askPermInfo)
import Hasura.RQL.Types
import Hasura.SQL.Types
import qualified Database.PG.Query as Q
import Data.Aeson
import Data.Aeson.Casing
import Data.Aeson.TH
import Language.Haskell.TH.Syntax (Lift)
import qualified Data.HashMap.Strict as HM
import qualified Data.HashSet as HS
import qualified Data.Text as T

-- Insert permission
data InsPerm
  = InsPerm
    { ipCheck   :: !BoolExp
    , ipSet     :: !(Maybe (ColumnValues Value))
    , ipColumns :: !(Maybe PermColSpec)
    }
    deriving (Show, Eq, Lift, Generic)
instance Cacheable InsPerm

$(deriveJSON (aesonDrop 2 snakeCase){omitNothingFields=True} ''InsPerm)
type InsPermDef = PermDef InsPerm
type CreateInsPerm = CreatePerm InsPerm

procSetObj
  :: (QErrM m)
  => QualifiedTable
  -> FieldInfoMap FieldInfo
  -> Maybe (ColumnValues Value)
  -> m (PreSetColsPartial, [Text], [SchemaDependency])
procSetObj tn fieldInfoMap mObj = do
  (setColTups, deps) <- withPathK "set" $
    fmap unzip $ forM (HM.toList setObj) $ \(pgCol, val) -> do
      ty <- askPGType fieldInfoMap pgCol $
        "column " <> pgCol <> " not found in table " <> tn
      sqlExp <- valueParser (PGTypeScalar ty) val
      let dep = mkColDep (getDepReason sqlExp) tn pgCol
          return ((pgCol, sqlExp), dep)
    return (HM.fromList setColTups, depHeaders, deps)
where
  setObj = fromMaybe mempty mObj
  depHeaders = getDepHeadersFromVal $ Object $
    HM.fromList $ map (first getPGColTxt) $ HM.toList setObj
getDepReason = bool DRSessionVariable DROnType . isStaticValue

buildInsPermInfo
:: (QErrM m, TableCoreInfoRM m)
-> FieldInfoMap FieldInfo
-> PermDef InsPerm
-> m (WithDeps InsPermInfo)
buildInsPermInfo tn fieldInfoMap (PermDef _rn (InsPerm chk set mCols) _) =
  withPathK "permission" $ do
    (be, beDeps) <- withPathK "check" $ procBoolExp tn fieldInfoMap chk
    (setColsSQL, setHdrs, setColDeps) <- procSetObj tn fieldInfoMap set
  void $ withPathK "columns" $ indexedForM insCols $ \col ->
    askPGType fieldInfoMap col ""
  let fltrHeaders = getDependentHeaders chk
    reqHdrs = fltrHeaders `union` setHdrs
    insColDeps = map (mkColDep DRUntyped tn) insCols
    deps = mkParentDep tn : beDeps ++ setColDeps ++ insColDeps
    insColsWithoutPresets = insCols \ HM.keys setColsSQL
  return (InsPermInfo (HS.fromList insColsWithoutPresets) be setColsSQL reqHdrs, deps)

instance PermInfo InsPerm = InsPermInfo

instance IsPerm InsPerm where
  permAccessor = PAInsert

buildPermInfo = buildInsPermInfo

-- Select constraint
data SelPerm
= SelPerm
  { spColumns           :: !PermColSpec         -- ^ Allowed columns
  , spFilter            :: !BoolExp             -- ^ Filter expression
  , spLimit             :: !(Maybe Int)         -- ^ Limit value
  , spAllowAggregations :: !Bool                -- ^ Allow aggregation
  , spComputedFields    :: ![ComputedFieldName] -- ^ Allowed computed fields
  } deriving (Show, Eq, Lift, Generic)
instance Cacheable SelPerm
$(deriveToJSON (aesonDrop 2 snakeCase){omitNothingFields=True} ''SelPerm)

instance FromJSON SelPerm where
parseJSON = withObject "SelPerm" $ \o ->
  SelPerm
buildSelPermInfo :: (QErrM m, TableCoreInfoRM m) => QualifiedTable
-> FieldInfoMap FieldInfo
-> SelPerm
-> m (WithDeps SelPermInfo)
builtSelPermInfo tn fieldInfoMap sp = withPathK "permission" $ do
let pgCols = convColSpec fieldInfoMap $ spColumns sp

(buildSelPermInfo tn fieldInfoMap sp = withPathK "permission" $ do
let pgCols = convColSpec fieldInfoMap $ spColumns sp

-- check if the columns exist
void $ withPathK "columns" $ indexedForM pgCols $ \pgCol ->
askPGType fieldInfoMap pgCol autoInferredErr

-- validate computed fields
scalarComputedFields <-
withPathK "computed_fields" $ indexedForM computedFields $ \fieldName -> do
computedFieldInfo <- askComputedFieldInfo fieldInfoMap fieldName
case _cfiReturnType computedFieldInfo of
  CFRScalar _             -> pure fieldName
  CFRSetofTable returnTable -> throw400 NotSupported $ "select permissions on computed field " <> fieldName
                      <<< " are auto-derived from the permissions on its returning table "
                      <> returnTable <<< " and cannot be specified manually"

let deps = mkParentDep tn : beDeps ++ map (mkColDep DRUntyped tn) pgCols
        ++ map (mkComputedFieldDep DRUntyped tn) scalarComputedFields
depHeaders = getDependentHeaders $ spFilter sp
mLimit = spLimit sp

(withPathK "limit" $ mapM_ onlyPositiveInt mLimit

return ( SelPermInfo (HS.fromList pgCols) (HS.fromList computedFields)
         , be mLimit allowAgg depHeaders
)
)

where
allowAgg = spAllowAggregations sp
computedFields = spComputedFields sp
autoInferredErr = "permissions for relationships are automatically inferred"
type SelPermDef = PermDef SelPerm

type CreateSelPerm = CreatePerm SelPerm

type instance PermInfo SelPerm = SelPermInfo

instance IsPerm SelPerm where

  permAccessor = PASelect

buildPermInfo tn fieldInfoMap (PermDef _ a _) =
  buildSelPermInfo tn fieldInfoMap a

-- Update constraint
data UpdPerm
  = UpdPerm
    { ucColumns :: !PermColSpec -- Allowed columns
    , ucSet     :: !(Maybe (ColumnValues Value)) -- Preset columns
    , ucFilter  :: !BoolExp     -- Filter expression
    }

instance Cacheable UpdPerm

$(deriveJSON (aesonDrop 2 snakeCase){omitNothingFields=True} ''UpdPerm)

type UpdPermDef = PermDef UpdPerm

type CreateUpdPerm = CreatePerm UpdPerm

buildUpdPermInfo
  :: (QErrM m, TableCoreInfoRM m)
  => QualifiedTable
  -> FieldInfoMap FieldInfo
  -> UpdPerm
  -> m (WithDeps UpdPermInfo)

buildUpdPermInfo tn fieldInfoMap (UpdPerm colSpec set fltr) = do

  (be, beDeps) <- withPathK "filter" $ procBoolExp tn fieldInfoMap fltr

  (setColsSQL, setHeaders, setColDeps) <- procSetObj tn fieldInfoMap set

  -- check if the columns exist
  void $ withPathK "columns" $ indexedForM updCols $ \\updCol ->
        askPGType fieldInfoMap updCol re1InUpdErr

  let updColDeps = map (mkColDep DRUntyped tn) updCols
      deps = mkParentDep tn : beDeps ++ updColDeps ++ setColDeps
      depHeaders = getDependentHeaders fltr
      reqHeaders = depHeaders `union` setHeaders
      updColsWithoutPreSets = updCols \ HM.keys setColsSQL

  -- Update constraint
  data UpdPerm
    = UpdPerm
      { ucColumns :: !PermColSpec -- Allowed columns
      , ucSet     :: !(Maybe (ColumnValues Value)) -- Preset columns
      , ucFilter  :: !BoolExp -- Filter expression
      }

instance Cacheable UpdPerm

$(deriveJSON (aesonDrop 2 snakeCase){omitNothingFields=True} ''UpdPerm)
return (UpdPermInfo (HS.fromList updColsWithoutPreSets) tn be setColsSQL reqHeaders, deps)

where
  updCols = convColSpec fieldInfoMap colSpec
  relInUpdErr = "relationships can't be used in update"

type instance PermInfo UpdPerm = UpdPermInfo

instance IsPerm UpdPerm where

  permAccessor = PAUpdate

  buildPermInfo tn fieldInfoMap (PermDef _ a _) =
    buildUpdPermInfo tn fieldInfoMap a

-- Delete permission
data DelPerm = DelPerm { dcFilter :: !BoolExp }
deriving (Show, Eq, Lift, Generic)
instance Cacheable DelPerm

$(deriveJSON (aesonDrop 2 snakeCase){omitNothingFields=True} ''DelPerm)
type DelPermDef = PermDef DelPerm
type CreateDelPerm = CreatePerm DelPerm

buildDelPermInfo :: (QErrM m, TableCoreInfoRM m)
                => QualifiedTable
                -> FieldInfoMap FieldInfo
                -> DelPerm
                -> m (WithDeps DelPermInfo)

buildDelPermInfo tn fieldInfoMap (DelPerm fltr) = do
  (be, beDeps) <- withPathK $"filter"
  procBoolExp tn fieldInfoMap fltr
  let deps = mkParentDep tn : beDeps
      depHeaders = getDependentHeaders fltr
  return (DelPermInfo tn be depHeaders, deps)

instance instance PermInfo DelPerm = DelPermInfo

instance IsPerm DelPerm where

  permAccessor = PADelete

  buildPermInfo tn fieldInfoMap (PermDef _ a _) =
    buildDelPermInfo tn fieldInfoMap a
data SetPermComment
= SetPermComment
  { apTable :: !QualifiedTable, apRole :: !RoleName, apPermission :: !PermType, apComment :: !(Maybe T.Text) }
deriving (Show, Eq, Lift)

$(deriveJSON (aesonDrop 2 snakeCase) "SetPermComment")

setPermCommentP1 :: (UserInfoM m, QErrM m, CacheRM m) => SetPermComment -> m ()
setPermCommentP1 (SetPermComment qt rn pt _) = do
  tabInfo <- askTabInfo qt
  action tabInfo
  where
    action tabInfo = case pt of
      PTInsert -> assertPermDefined rn PAInsert tabInfo
      PTSelect -> assertPermDefined rn PASelect tabInfo
      PTUpdate -> assertPermDefined rn PAUpdate tabInfo
      PTDelete -> assertPermDefined rn PADelete tabInfo

setPermCommentP2 :: (QErrM m, MonadTx m) => SetPermComment -> m EncJSON
setPermCommentP2 apc = do
  liftTx $ setPermCommentTx apc
  return successMsg

runSetPermComment :: (QErrM m, CacheRM m, MonadTx m, UserInfoM m) => SetPermComment -> m EncJSON
runSetPermComment defn = do
  setPermCommentP1 defn
  setPermCommentP2 defn

setPermCommentTx :: SetPermComment
-> Q.TxE QErr ()
setPermCommentTx (SetPermComment (QualifiedObject sn tn) rn pt comment) =
  Q.unitQE defaultTxErrorHandler [Q.sql|
    UPDATE hdb_catalog.hdb_permission
    SET comment = $1
    WHERE table_schema = $2
    AND table_name = $3
    AND role_name = $4
    AND perm_type = $5
    [] (comment, sn, tn, rn, permTypeToCode pt) True
    |
  ]

purgePerm :: MonadTx m => QualifiedTable -> RoleName -> PermType -> m ()
purgePerm qt rn pt =
case pt of
  PTInsert -> dropPermP2 @InsPerm dp
  PTSelect -> dropPermP2 @SelPerm dp
  PTUpdate -> dropPermP2 @UpdPerm dp
  PTDelete -> dropPermP2 @DelPerm dp

where
  dp :: DropPerm a
  dp = DropPerm qt rn

fetchPermDef
  :: QualifiedTable
  -> RoleName
  -> PermType
  -> Q.TxE QErr (Value, Maybe T.Text)

fetchPermDef (QualifiedObject sn tn) rn pt =
  (first Q.getAltJ . Q.getRow) <$> Q.withQE defaultTxErrorHandler
  [Q.sql]
    SELECT perm_def::json, comment
    FROM hdb_catalog.hdb_permission
    WHERE table_schema = $1
    AND table_name = $2
    AND role_name = $3
    AND perm_type = $4
  || (sn, tn, rn, permTypeToCode pt) True

module Hasura.RQL.Types.Permission
  ( RoleName(..)
  , roleNameToTxt
  , SessVar
  , SessVarVal
  , UserVars
  , mkUserVars
  ,.isUserVar
  , getVarNames
  , getVarVal
  , roleFromVars
  , UserInfo(..)
  , mkUserInfo
  , userInfoToList
  , adminUserInfo
  , adminRole
  , isAdmin
  , PermType(..)
  , permTypeToCode
  , PermId(..)
  ) where
import           Hasura.Incremental         (Cacheable)
import           Hasura.Prelude
import           Hasura.RQL.Types.Common    (NonEmptyText, adminText, mkNonEmptyText, unNonEmptyText)
import           Hasura.Server.Utils        (adminSecretHeader, deprecatedAccessKeyHeader, userRoleHeader)
import           Hasura.SQL.Types

import qualified Database.PG.Query          as Q
import           Data.Aeson
import           Data.Hashable
import qualified Instances.TH.Lift          ()
import           Language.Haskell.TH.Syntax (Lift)

import qualified Data.HashMap.Strict        as Map
import qualified Data.Text                  as T
import qualified PostgreSQL.Binary.Decoding as PD

newtype RoleName
  = RoleName {getRoleTxt :: NonEmptyText}
deriving ( Show, Eq, Ord, Hashable, FromJSONKey, ToJSONKey, FromJSON
          , ToJSON, Q.FromCol, Q.ToPrepArg, Lift, Generic, Arbitrary, NFData, Cacheable )

instance DQuote RoleName where
dquoteTxt = roleNameToTxt

roleNameToTxt :: RoleName -> Text
roleNameToTxt = unNonEmptyText . getRoleTxt

adminRole :: RoleName
adminRole = RoleName adminText

isAdmin :: RoleName -> Bool
isAdmin = (adminRole ==)

type SessVar = Text
type SessVarVal = Text

newtype UserVars
  = UserVars { unUserVars :: Map.HashMap SessVar SessVarVal }
deriving (Show, Eq, FromJSON, ToJSON, Hashable)

isUserVar :: T.Text -> Bool
isUserVar = T.isPrefixOf "x-hasura-" . T.toLower

-- returns Nothing if x-hasura-role is an empty string
roleFromVars :: UserVars -> Maybe RoleName
roleFromVars uv =
    getVarVal userRoleHeader uv >>= fmap RoleName . mkNonEmptyText

getVarVal :: SessVar -> UserVars -> Maybe SessVarVal
getVarVal k =
    Map.lookup (T.toLower k) . unUserVars

getVarNames :: UserVars -> [T.Text]
getVarNames =
    Map.keys . unUserVars

mkUserVars :: [(T.Text, T.Text)] -> UserVars
mkUserVars l =
    UserVars $ Map.fromList
    [ (T.toLower k, v)
    | (k, v) <- l,.isUserVar k
    ]

data UserInfo =
    UserInfo
    { userRole :: !RoleName
    , userVars :: !UserVars
    } deriving (Show, Eq, Generic)

mkUserInfo :: RoleName -> UserVars -> UserInfo
mkUserInfo rn (UserVars v) =
    UserInfo rn $ UserVars $ Map.insert userRoleHeader (roleNameToTxt rn) $ foldl (flip Map.delete) v [adminSecretHeader, deprecatedAccessKeyHeader]

instance Hashable UserInfo

-- $(J.deriveToJSON (J.aesonDrop 4 J.camelCase){J.omitNothingFields=True}
-- "UserInfo"
-- )

userInfoToList :: UserInfo -> [(Text, Text)]
userInfoToList userInfo =
    let vars = Map.toList $ unUserVars . userVars $ userInfo
        rn = roleNameToTxt . userRole $ userInfo
    in (userRoleHeader, rn) : vars

adminUserInfo :: UserInfo
adminUserInfo =
    mkUserInfo adminRole $ mkUserVars []

data PermType = PTInsert
instance NFData PermType
instance Cacheable PermType

instance Q.FromCol PermType where
fromCol bs = flip Q.fromColHelper bs $ PD.enum $ \case
  "insert" -> Just PTInsert
  "update" -> Just PTUpdate
  "select" -> Just PTSelect
  "delete" -> Just PTDelete
  _   -> Nothing

permTypeToCode :: PermType -> T.Text
permTypeToCode PTInsert = "insert"
permTypeToCode PTSelect = "select"
permTypeToCode PTUpdate = "update"
permTypeToCode PTDelete = "delete"

instance Hashable PermType where
hashWithSalt salt a = hashWithSalt salt $ permTypeToCode a

instance Show PermType where
show PTInsert = "insert"
show PTSelect = "select"
show PTUpdate = "update"
show PTDelete = "delete"

instance FromJSON PermType where
parseJSON (String "insert") = return PTInsert
parseJSON (String "select") = return PTSelect
parseJSON (String "update") = return PTUpdate
parseJSON (String "delete") = return PTDelete
parseJSON _ =
    fail "perm_type should be one of 'insert', 'select', 'update', 'delete'"

instance ToJSON PermType where
toJSON = String . permTypeToCode

data PermId
    = PermId
        { pidTable :: !TableName
        , pidRole :: !RoleName
        , pidType :: !PermType
        } deriving (Eq)
instance Show PermId where
show (PermId tn rn pType) =
  show $ mconcat
  [ getTableTxt tn
    , " ",
    , roleNameToTxt rn
    , " ",
    , T.pack $ show pType
  ]

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{-# LANGUAGE Arrows #-}

( buildTablePermissions
, mkPermissionMetadataObject
) where

import           Hasura.Prelude
import qualified Data.HashMap.Strict.Extended       as M
import qualified Data.Sequence                      as Seq
import           Control.Arrow.Extended
import           Data.Aeson
import qualified Hasura.Incremental                 as Inc
import           Hasura.Db
import           Hasura.RQL.DDL.Permission
import           Hasura.RQL.DDL.Permission.Internal
import           Hasura.RQL.Types
import           Hasura.RQL.Types.Catalog
import           Hasura.SQL.Types

buildTablePermissions
:: ( ArrowChoice arr, Inc.ArrowDistribute arr, Inc.ArrowCache m arr
, ArrowWriter (Seq CollectedInfo) arr, MonadTx m )
=> ( Inc.Dependency TableCoreCache
, QualifiedTable

---
buildTablePermissions = Inc.cache proc (tableCache, tableName, tableFields, tablePermissions) ->
(Inc.keyed (\_rolePermissions -> do
  let (insertPerms, selectPerms, updatePerms, deletePerms) = partitionPermissions rolePermissions

  insertPermInfo <- buildPermission (\tableCache, tableName, tableFields, insertPerms)
  selectPermInfo <- buildPermission (\tableCache, tableName, tableFields, selectPerms)
  updatePermInfo <- buildPermission (\tableCache, tableName, tableFields, updatePerms)
  deletePermInfo <- buildPermission (\tableCache, tableName, tableFields, deletePerms)

  returnA (RolePermInfo { _permIns = insertPermInfo, _permSel = selectPermInfo, _permUpd = updatePermInfo, _permDel = deletePermInfo })
)
(M.groupOn _cpRole tablePermissions)

where

partitionPermissions = flip foldr (\[], [], [], []) $ \perm (insertPerms, selectPerms, updatePerms, deletePerms) -> case _cpPermType perm of
  PTInsert -> (perm:insertPerms, selectPerms, updatePerms, deletePerms)
  PTSelect -> (insertPerms, perm:selectPerms, updatePerms, deletePerms)
  PTUpdate -> (insertPerms, selectPerms, perm:updatePerms, deletePerms)
  PTDelete -> (insertPerms, selectPerms, updatePerms, perm:deletePerms)

mkPermissionMetadataObject :: CatalogPermission -> MetadataObject
mkPermissionMetadataObject (CatalogPermission qt rn pt pDef cmnt) =
  let objectId = MOTableObj qt $ MTOPerm rn pt
      definition = toJSON $ WithTable qt $ PermDef rn pDef cmnt
  in MetadataObject objectId definition

withPermission :: (ArrowChoice arr, ArrowWriter (Seq CollectedInfo) arr)
=> WriterA (Seq SchemaDependency) (ErrorA QErr arr) (a, s) b
-> arr (a, (CatalogPermission, s)) (Maybe b)
withPermission f = proc (e, (permission, s)) -> do
  let CatalogPermission tableName roleName permType _ _ = permission
      metadataObject = mkPermissionMetadataObject permission
      schemaObject = SOTableObj tableName $ TOPerm roleName permType
  addPermContext err = "in permission for role " <> roleName <> ": " <> err
  (\) withRecordInconsistency (\withRecordDependencies (\modifyErrA (f <$> (e, s))
  (\) (addTableContext tableName . addPermContext))
  metadataObject schemaObject)
1.469 requests-oauthlib 1.3.1

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1.470 jsch 0.1.54

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1.471 high-scale-lib 1.1.4

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1.472 sed 4.2.2-7.el7
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* /opt/cola/permits/1135936598_1613638434.54/0/woodstox-core-asl-4-0-11-sources-3-jar/com/ctc/wstx/util/BijectiveNsMap.java

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* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-jar/org/springframework/security/config/http/GrantedAuthorityDefaultsParserUtils.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-jar/org/springframework/security/config/http/HandlerMappingIntrospectorFactoryBean.java

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  jar/org/springframework/security/config/http/HeadersBeanDefinitionParser.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/HttpBasicConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/HeadersConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/AbstractRequestMatcherRegistry.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/method/configuration/GlobalMethodSecurityConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/servlet/configuration/WebMvcSecurityConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/reactive/ReactiveOAuth2ClientImportSelector.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
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  jar/org/springframework/security/config/annotation/web/socket/AbstractSecurityWebSocketMessageBrokerConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/authentication/configuration/InitializeAuthenticationProviderBeanManagerConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/LogoutConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/CsrfConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/Customizer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/AbstractRequestMatcherRegistry.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/authentication/configuration/AuthenticationConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/LogoutConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/configurers/CsrfConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/Customizer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/web/AbstractRequestMatcherRegistry.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
  jar/org/springframework/security/config/annotation/authentication/configuration/InitializeAuthenticationProviderBeanManagerConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/crypto/RsaKeyConversionServicePostProcessor.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/configurers/SessionManagementConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/configurers/AbstractAuthenticationFilterConfigurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/reactive/ServerHttpSecurityConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/configuration/WebMvcSecurityConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/authentication/configuration/InitializeUserDetailsBeanManager
Configurer.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/http/LogoutBeanDefinitionParser.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/reactive/WebFluxSecurityConfiguration.java
* /opt/cola/permits/1154208206_1618916778.43/0/spring-security-config-5-4-6-sources-
jar/org/springframework/security/config/annotation/web/builders/HttpSecurity.java

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* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/RestrictedApi.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/MustBeClosed.java
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* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errorprone/annotations/NoAllocation.java
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* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errprone/annotations/CheckReturnValue.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errprone/annotations/DoNotCall.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errprone/annotations/OverridingMethodsMustInvokeSuper.java
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* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errprone/annotations/Var.java
* /opt/cola/permits/1177939649_1625570689.35/0/error-prone-annotations-2-3-4-sources-8-jar/com/google/errprone/annotations/CanIgnoreReturnValue.java
1.497 byte-buddy 1.7.11

1.498 jcmtturner-gofork 0.0.0-20190328161633-dc7c13fece03

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     INF/maven/org.springframework.boot/spring-boot-starter-json/pom.xml

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* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-jar/springfox/documentation/spi/service/contexts/Orderings.java
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* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-jar/springfox/documentation/spi/service/contexts/OperationModelContextsBuilder.java
* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-jar/springfox/documentation/spi/schema/contexts/ModelContext.java
* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-jar/springfox/documentation/spi/service/contexts/ParameterExpansionContext.java
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  jar/springfox/documentation/spi/service/ApiListingScannerPlugin.java
* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-
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* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-
  jar/springfox/documentation/spi/service/contexts/DocumentationContextBuilder.java
* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-
  jar/springfox/documentation/spi/service/contexts/SecurityContextBuilder.java
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  jar/springfox/documentation/spi/service/OperationBuilderPlugin.java
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* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-
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* /opt/cola/permits/1001071293_1646171656.32/0/springfox-spi-2-8-0-sources-
  jar/springfox/documentation/spi/schema/TypeNameProviderPlugin.java
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     */

    /**
     * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
     * its [{@link ChannelPipeline}].
     *
     * <h3>Sub-types</h3>
     *
     * [{@link ChannelHandler}] itself does not provide many methods, but you usually have to implement one of its
     * subtypes:
     * 
     * <ul>
     * <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
     * <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
     * </ul>
     *
     * 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>
     * </ul>
<ul>
<li>@link ChannelDuplexHandler</li> to handle both inbound and outbound events</ul>
<p></p>
<p>For more information, please refer to the documentation of each subtype.</p>
<p></p>
<h3>The context object</h3>
<p></p>
<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.</p>
<h3>State management</h3>
<p></p>
<p>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<Message> {

    private boolean loggedIn;

    @Override
    public void channelRead0(@link ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                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} { 
*   {@code @Override}
*   public void initChannel({@link Channel} channel) { 
*     channel.pipeline().addLast("handler", new DataServerHandler());
*   }
* } 
* </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} { 
*   private final {@link AttributeKey} auth = {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*   {@code @Override}
*   public void channelRead({@link ChannelHandlerContext} ctx, Message message) { 
*     Attribute attr = ctx.attr(auth);
*     if (message instanceof LoginMessage) { 
*       authenticate((LoginMessage) o);
*       attr.set(true);
*     } 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}{@link Channel} &gt; {
*     private static final DataServerHandler SHARED = new DataServerHandler();
*     @Override
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", SHARED);
*     }
* }
* </pre>

* <h4>The {@code @Sharable} annotation</h4>
* In the example above which used an {@link AttributeKey}, you might have noticed the {@code @Sharable} annotation.
* 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.
* 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.
* This annotation is provided for documentation purpose, just like the JCIP annotations.

* <h3>Additional resources worth reading</h3>
* 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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  jar/io/netty/channel/socket/nio/NioChannelOption.java
* /opt/cola/permits/1182802235_1627053540.36/0/netty-transport-4-1-66-final-sources-
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jar/io/netty/channel/CompleteChannelFuture.java
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++++++++++++++++
Dean Elsner wrote the original gas for vax. [more details?]
Jay Fenlason maintained gas for a while, adding support for gdb-specific debug information and the 68k series machines, most of the preprocessing pass, and extensive changes in messages.c, input-file.c, and write.c.

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

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

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

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

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

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

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

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

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

Alan Modra reworked much of the i386 backend, improving the error checking, updating the code, and improving the 16 bit support, using patches from the work of Martynas Kunigelis and H.J. Lu.

Many others have contributed large or small bugfixes and enhancements. If you've contributed significant work and are not mentioned on this list, and want to be, let us know. Some of the history has been lost; we aren't intentionally leaving anyone out.
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### 1.534 css-parser 1.5.0

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acitoolkit uses the requests library.

http://docs.python-requests.org/en/latest/

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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/COMEarlyBindingObject.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/COMEarlyBindingObject.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/OleAuto.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeLib.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/IDispatch.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/Wtsapi32.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeLib.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/Wtsapi32.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/XAttr.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/XAttrUtil.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/IOReturnException.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/CoreFoundation.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/mac/IOKit.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/IOKitUtil.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/mac/DiskArbitration.java

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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/W32Service.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/Winsvc.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/W32ServiceManager.java

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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/win32/PowrProf.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyPut.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
  jar/com/sun/jna/platform/win32/PdhUtil.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
  jar/com/sun/jna/platform/win32/COM/Wbemcli.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
  jar/com/sun/jna/platform/win32/Cfgmgr32Util.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
  jar/com/sun/jna/platform/win32/COM/WbemcliUtil.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
  jar/com/sun/jna/platform/win32/Cfgmgr32.java

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BOOL WINAPI CreateProcessWithLogonW(
    _In_    LPCWSTR lpUsername,
    _In_opt_    LPCWSTR lpDomain,
    _In_    LPCWSTR lpPassword,
    _In_    DWORD dwLogonFlags,
    _In_opt_    LPCWSTR lpApplicationName,
    _Inout_opt_    LPWSTR lpCommandLine,
    _In_    DWORD dwCreationFlags,
    _In_opt_    LPVOID lpEnvironment,
    _In_opt_    LPCWSTR lpCurrentDirectory,
    _In_    LPSTARTUPINFOW lpStartupInfo,
    _Out_    LPPROCESS_INFORMATION lpProcessInfo
);

* @param lpUsername
*    [in]<br>
*    The name of the user. This is the name of the user account to
*    log on to. <br>
*    If you use the UPN format, user@DNS_domain_name, the lpDomain
*    parameter must be NULL.<br>
*    The user account must have the Log On Locally permission on
*    the local computer. <br>
*    This permission is granted to all users on workstations and
*    servers, but only to administrators on domain controllers.
* @param lpDomain
*    [in, optional]<br>
*    The name of the domain or server whose account database
*    contains the lpUsername account. <br>
*    If this parameter is NULL, the user name must be specified in
*    UPN format.
* @param lpPassword
*    [in]<br>
*    The clear-text password for the lpUsername account.
* @param dwLogonFlags
*    [in]<br>
*    The logon option. This parameter can be 0 (zero) or one of the
*    following values. <br>
*    LOGON_WITH_PROFILE: 0x00000001<br>
*    Log on, then load the user profile in the HKEY_USERS registry
* The function returns after the profile is loaded. <br>
* Loading the profile can be time-consuming, so it is best to <br>
* use this value only if you must access the information in the <br>
* HKEY_CURRENT_USER registry key.<br>
* Windows Server 2003: The profile is unloaded after the new <br>
* process is terminated, whether or not it has created child <br>
* processes.<br>
* Windows XP: The profile is unloaded after the new process and <br>
* all child processes it has created are terminated.<br>
* <br>
* LOGON_NETCREDENTIALS_ONLY: 0x00000002<br>
* Log on, but use the specified credentials on the network only.<br>
* <br>
* The new process uses the same token as the caller, but the <br>
* system creates a new logon session within LSA, and the process <br>
* uses the specified credentials as the default credentials.<br>
* <br>
* This value can be used to create a process that uses a <br>
* different set of credentials locally than it does remotely.<br>
* <br>
* This is useful in inter-domain scenarios where there is no <br>
* trust relationship.<br>
* The system does not validate the specified credentials.<br>
* Therefore, the process can start, but it may not have access <br>
* to network resources.<br>
* @param lpApplicationName <br>
* [in, optional]<br>
* The name of the module to be executed. This module can be a <br>
* Windows-based application.<br>
* It can be some other type of module (for example, MS-DOS or <br>
* OS/2) if the appropriate subsystem is available on the local <br>
* computer. The string can specify the full path and file name <br>
* of the module to execute or it can specify a partial name.<br>
* <br>
* If it is a partial name, the function uses the current drive <br>
* and current directory to complete the specification. <br>
* The function does not use the search path. This parameter must <br>
* include the file name extension; no default extension is <br>
* assumed. The lpApplicationName parameter can be NULL, and the <br>
* module name must be the first white space-delimited token in <br>
* the lpCommandLine string.<br>
* If you are using a long file name that contains a space, use <br>
* quoted strings to indicate where the file name ends and the <br>
* arguments begin; otherwise, the file name is ambiguous. For <br>
* example, the following string can be interpreted in different <br>
* ways:<br>
* "c:\program files\sub dir\program name"<br>
The system tries to interpret the possibilities in the following order:

- c:\program.exe files\sub dir\program name
- c:\program files\sub.exe dir\program name
- c:\program files\sub dir\program.exe name
- c:\program files\sub dir\program name.exe

If the executable module is a 16-bit application, lpApplicationName should be NULL, and the string pointed to by lpCommandLine should specify the executable module and its arguments.

- @param lpCommandLine
  [in, out, optional]
  The command line to be executed. The maximum length of this string is 1024 characters.
  If lpApplicationName is NULL, the module name portion of lpCommandLine is limited to MAX_PATH characters.
  The function can modify the contents of this string.
  Therefore, this parameter cannot be a pointer to read-only memory (such as a const variable or a literal string).
  If this parameter is a constant string, the function may cause an access violation.
  The lpCommandLine parameter can be NULL, and the function uses the string pointed to by lpApplicationName as the command line.

If both lpApplicationName and lpCommandLine are non-NULL, *lpApplicationName specifies the module to execute, and *lpCommandLine specifies the command line.

The new process can use GetCommandLine to retrieve the entire command line.

Console processes written in C can use the argc and argv arguments to parse the command line.

Because argv[0] is the module name, C programmers typically repeat the module name as the first token in the command line.

If lpApplicationName is NULL, the first white space-delimited token of the command line specifies the module name.

If you are using a long file name that contains a space, use quoted strings to indicate where the file name ends and the arguments begin (see the explanation for the lpApplicationName parameter). If the file name does not contain an extension, .exe is appended. Therefore, if the file name extension is .com, this parameter must include the .com extension. If the file name ends in a period with no extension, or if the file name contains a path, .exe is not appended. If the file name does not contain a directory path, the system searches for the
executable file in the following sequence:<br>
1. The directory from which the application loaded.<br>
2. The current directory for the parent process.<br>
3. The 32-bit Windows system directory. Use the<br>
GetSystemDirectory function to get the path of this directory.<br>
4. The 16-bit Windows system directory. There is no function<br>that obtains the path of this directory, but it is searched.<br>
5. The Windows directory. Use the GetWindowsDirectory function<br>to get the path of this directory.<br>
6. The directories that are listed in the PATH environment<br>variable. Note that this function does not search the<br>per-application path specified by the App Paths registry key.<br>To include this per-application path in the search sequence,<br>use the ShellExecute function.<br>
The system adds a null character to the command line string to<br>separate the file name from the arguments. This divides the<br>original string into two strings for internal processing.<br>@param dwCreationFlags<br>The flags that control how the process is created. <br>The CREATE_DEFAULT_ERROR_MODE, CREATE_NEW_CONSOLE, and<br>CREATE_NEW_PROCESS_GROUP flags are enabled by default. <br>Even if you do not set the flag, the system functions as if it<br>were set. You can specify additional flags as noted.<br>
CREATE_DEFAULT_ERROR_MODE: 0x04000000<br>The new process does not inherit the error mode of the calling<br>process. <br>Instead, CreateProcessWithLogonW gives the new process the<br>current default error mode. <br>An application sets the current default error mode by calling<br>SetErrorMode. This flag is enabled by default.<br>
CREATE_NEW_CONSOLE: 0x00000010<br>The new process has a new console, instead of inheriting the<br>parent's console. This flag cannot be used with the<br>DETACHED_PROCESS flag.<br>This flag is enabled by default.<br>
CREATE_NEW_PROCESS_GROUP: 0x00000200<br>The new process is the root process of a new process group.<br>This process group includes all processes that are descendants<br>of this root process.<br>The process identifier of the new process group is the same as
the process identifier, which is returned in the lpProcessInfo parameter. <br>
Process groups are used by the GenerateConsoleCtrlEvent function to enable sending a CTRL+C or CTRL+BREAK signal to a group of console processes. <br>
This flag is enabled by default. <br>

CREATE_SEPARATE_WOW_VDM: 0x00000800<br>
This flag is only valid starting a 16-bit Windows-based application. <br>
If set, the new process runs in a private Virtual DOS Machine (VDM).<br>
By default, all 16-bit Windows-based applications run in a single, shared VDM.<br>
The advantage of running separately is that a crash only terminates the single VDM; any other programs running in distinct VDMs continue to function normally. <br>
Also, 16-bit Windows-based applications that run in separate VDMs have separate input queues, which means that if one application stops responding momentarily, applications in separate VDMs continue to receive input. <br>
CREATE_SUSPENDED: 0x00000004<br>
The primary thread of the new process is created in a suspended state, and does not run until the ResumeThread function is called. <br>

CREATE_UNICODE_ENVIRONMENT: 0x00000400<br>
Indicates the format of the lpEnvironment parameter. <br>
If this flag is set, the environment block pointed to by lpEnvironment uses Unicode characters. <br>
Otherwise, the environment block uses ANSI characters. <br>
EXTENDED_STARTUPINFO_PRESENT: 0x00080000<br>
The process is created with extended startup information; the lpStartupInfo parameter specifies a STARTUPINFOEX structure. <br>
Windows Server 2003 and Windows XP: This value is not supported.<br>

@param lpEnvironment<br>
A pointer to an environment block for the new process. <br>
If this parameter is NULL, the new process uses an environment created from the profile of the user specified by lpUsername. <br>
An environment block consists of a null-terminated block of null-terminated strings. <br>
Each string is in the following form:<br>
name=value<br>
Because the equal sign (=) is used as a separator, it must not be used in the name of an environment variable.
An environment block can contain Unicode or ANSI characters.

- If the environment block pointed to by lpEnvironment contains Unicode characters, ensure that dwCreationFlags includes CREATE_UNICODE_ENVIRONMENT.
- If this parameter is NULL and the environment block of the parent process contains Unicode characters, you must also ensure that dwCreationFlags includes CREATE_UNICODE_ENVIRONMENT.
- An ANSI environment block is terminated by two 0 (zero) bytes: one for the last string and one more to terminate the block.
- A Unicode environment block is terminated by four zero bytes: two for the last string and two more to terminate the block.
- To retrieve a copy of the environment block for a specific user, use the CreateEnvironmentBlock function.

- @param lpCurrentDirectory
  - [in, optional]<br>  The full path to the current directory for the process.<br>  The string can also specify a UNC path.<br>  If this parameter is NULL, the new process has the same current drive and directory as the calling process.<br>  This feature is provided primarily for shells that need to start an application, and specify its initial drive and working directory.

- @param lpStartupInfo
  - [in]<br>  A pointer to a STARTUPINFO or STARTUPINFOEX structure. <br>  The application must add permission for the specified user account to the specified window station and desktop, even for WinSta0\Default.<br>  If the lpDesktop member is NULL or an empty string, the new process inherits the desktop and window station of its parent process.<br>  The application must add permission for the specified user account to the inherited window station and desktop.<br>  Windows XP: CreateProcessWithLogonW adds permission for the specified user account to the inherited window station and desktop.<br>  Handles in STARTUPINFO or STARTUPINFOEX must be closed with CloseHandle when they are no longer needed.<br>  Important If the dwFlags member of the STARTUPINFO structure specifies STARTF_USESTDHANDLES, the standard handle fields are copied unchanged to the child process without validation.<br>  The caller is responsible for ensuring that these fields contain valid handle values. Incorrect values can cause the child process to misbehave or crash.
Use the Application Verifier runtime verification tool to detect invalid handles.

@param lpProcessInfo

[out] A pointer to a PROCESS_INFORMATION structure that receives identification information for the new process, including a handle to the process. Handles in PROCESS_INFORMATION must be closed with the CloseHandle function when they are not needed.

@return If the function succeeds, the return value is nonzero. If the function fails, the return value is 0 (zero). To get extended error information, call GetLastError. Note that the function returns before the process has finished initialization. If a required DLL cannot be located or fails to initialize, the process is terminated. To get the termination status of a process, call GetExitCodeProcess.

@see <a href="http://msdn.microsoft.com/en-us/library/windows/desktop/ms682431(v=vs.85).aspx">MSDN</a>

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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/linux/XAttrUtil.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/WinioctlUtil.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/ObjBase.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/win32/LMShare.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/win32/Mpr.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-
jar/com/sun/jna/platform/win32/AccCtrl.java

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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/unix/LibRT.java
* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/unix/Fcntl.java
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* /opt/cola/permits/1102347507_1603692766.03/0/jna-platform-5-6-0-sources-jar/com/sun/jna/platform/win32/COM/ICEnum.java
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### Pablo Pinhero

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

### Corey Sciuto

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

### Matt Bishop:

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

### Kelvin Pho

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

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1.554 netflix-eventbus 0.3.0

1.555 protobuf-java-util 4.0.0-rc-2
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* /opt/cola/permits/1284951324_1646865668.21/0/protobuf-java-util-4-0-0-rc-2-sources-jar/com/google/protobuf/util/Timestamps.java
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1.556 jackson-annotations 2.9.0

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Yes to both questions.

Thanks,
Jorge

Okay, a few more questions:

* If Fedora decides to simply reproduce the quoted statement:
  "Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia, Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."

Specifically, if this is done as part of documentation included with Mesa, is that sufficient to meet clause 2 even if the Mesa config option is not set as described in your exception?

* Currently, the Mesa config option for MLAA says: "Morphological
anti-aliasing based on Jimenez\' MLAA. 0 to disable, 8 for default quality". Is this in compliance with your exception?

Thanks again,

~tom

==
Fedora Project

Subject: RE: Question about Mesa MLAA license
From: Jorge Jimenez <iryoku@gmail.com>
Date: 01/08/2013 12:39 PM
To: "jorge@iryoku.com" <jorge@iryoku.com>, Tom Callaway <tcallawa@redhat.com>

Hi Tom,

What we meant with that is that we made an exception for clause 2. Instead of clause 2, in the case of the Mesa project, you have to name the technique Jimenez's MLAA in the config options of Mesa. We did that just to allow them to solve license issues. This exception should be for the Mesa project, and any project using Mesa, like Fedora.

We want to widespread usage of our MLAA, so we want to avoid any kind of license complications. Hope current one is good for Fedora, if not please tell, and we'll see what we can do!

Cheers,

Jorge

From: Tom Callaway <tcallawa@redhat.com>
Sent: January 8, 2013 6:30 PM
To: jorge@iryoku.com
Subject: Question about Mesa MLAA license

Jorge,

Thanks for all of your fantastic graphics work! I have been auditing Fedora (a popular distribution of Linux) for license compliance and I came across your MLAA code in Mesa.

The license says:

* 2. Redistributions in binary form must reproduce the following statement:
  *
  * "Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia,
  * Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."
Only for use in the Mesa project, this point 2 is filled by naming the technique Jimenez's MLAA in the Mesa config options.

That wording is unclear. When you say "Only for use in the Mesa project...", it seems like you could either be saying:

- This code may only be used as part of Mesa.

OR

- In Mesa, you can comply with clause 2 by simply selecting "Jimenez's MLAA" in the Mesa config options.

*****

If the first item is true, then we may have to remove the MLAA code from Fedora's copy of Mesa. However, looking at the license on your SMAA code, I do not believe it to be the case. Please let me know either way!

Thanks in advance,

Tom Callaway
Fedora Legal

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1.560 xpp3-min 1.1.4c

1.561 opentest4j 1.2.0

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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/Ed25519Signer.java
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* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/jwk/JWKSet.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-jar/com/nimbusds/jose/crypto/X25519Decrypter.java

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jar/com/nimbusds/jwt/proc/BadJWTException.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/Payload.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/jwk/SecretJWK.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/util/IntegerUtils.java
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* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/jca/JCAAware.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/proc/JWEKeySelector.java

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* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/proc/JWSVerifier.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/jca/JCAAware.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/proc/JWEKeySelector.java
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* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/proc/JWSVerifier.java
* /opt/ cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources.jar/com/nimbusds/jose/jca/JCAAware.java
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jar/com/nimbusds/jose/jwk/JWKException.java
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jar/com/nimbusds/jose/jwk/JWKException.java
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  jar/com/nimbusds/jose/proc/JOSEObjectTypeVerifier.java
* /opt/cola/permits/1171520921_1623082911.03/0/nimbus-jose-jwt-9-10-sources-
  jar/com/nimbusds/jose/jwk/source/JWKSecurityContextJWKSet.java

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This package contains a modified version of ca-bundle.crt:

callback.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities
(CA). These were automatically extracted from Mozilla's root certificates
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore
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Just configure this file as the SSLCACertificateFile.#

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@(#) $RCSfile: certdata.txt,v $ $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $

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* /opt/cola/permits/1182802257_1627053450.42/0/spring-aop-5-3-9-sources-jar/org/springframework/aop/support/AbstractGenericPointcutAdvisor.java
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jar/org/springframework/aop/BeforeAdvice.java
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# Contributions to the urllib3 project

### Creator & Maintainer

* Andrey Petrov <andrey.petrov@shazow.net>

### Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections
* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
* API unification of ssl_version/cert_reqs
* SSL fingerprint and alternative hostname verification
* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire
* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration
* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.
* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vending

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.
* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix ``util.selectors._fileobj_to_fd`` to accept ``long``.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* James Meicle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside `HTTPConnectionPool._make_request()`, also for `BaseExceptions`.

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]
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* /opt/cola/permits/1157317283_1619537052.51/0/zip4j-1-3-2-sources-2-jar/net/lingala/zip4j/model/AESEExtraDataRecord.java
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* /opt/cola/permits/1157317283_1619537052.51/0/zip4j-1-3-2-sources-2-jar/net/lingala/zip4j/crypto/IEncrypter.java
* /opt/cola/permits/1157317283_1619537052.51/0/zip4j-1-3-2-sources-2-jar/net/lingala/zip4j/model/DigitalSignature.java
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This is a free and open source implementation of ASN.1 types and codecs
as a Python package. It has been first written to support particular
protocol (SNMP) but then generalized to be suitable for a wide range
of protocols based on
[ASN.1 specification](https://www.itu.int/rec/dologin_pub.asp?lang=e&id=T-REC-X.208-198811-W!!PDF-E&type=items).
Features
-------

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.7
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

Why using pyasn1
-----------------

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

How to use pyasn1
-----------------

With pyasn1 you can build Python objects from ASN.1 data structures. For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
  id INTEGER,
  room [0] INTEGER OPTIONAL,
  house [1] INTEGER DEFAULT 0
}
```
Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
    componentType = NamedTypes(
        NamedType('id', Integer()),
        OptionalNamedType(
            'room', Integer().subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
            ),
        ),
        DefaultedNamedType(
            'house', Integer(0).subtype(
                implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
            ),
        ),
    )
```

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
Record:
 id=123
 room=321
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.

```python
>>> from pyasn1.codec.der.encoder import encode
>>> substrate = encode(record)
>>> hexdump(substrate)
00000: 30 07 02 01 7B 80 02 01 41
```

Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can
introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
>>> for field in received_record:
    print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0
>>> record == received_record
True
>>> received_record.update(room=123)
>>> substrate = encode(received_record)
>>> hexdump(substrate)
00000: 30 06 02 01 7B 80 01 7B
```

The `pyasn1` classes struggle to emulate their Python prototypes (e.g. int, list, dict etc.). But ASN.1 types exhibit more complicated behaviour. To make life easier for a Pythonista, they can turn their `pyasn1` classes into Python built-ins:

```python
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
```

With ASN.1 design, serialisation codecs are decoupled from data objects, so you could turn every single ASN.1 object into many different serialised forms. As of this moment, `pyasn1` supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected
More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the pyasn1-modules [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.org/project/pyasn1).

If something does not work as expected, [open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or post your question [on Stack Overflow](https://stackoverflow.com/questions/ask) or try browsing pyasn1 [mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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ASN.1 library for Python
========================

.. toctree::
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Abstract Syntax Notation One (`ASN.1 <http://en.wikipedia.org/wiki/Abstract_Syntax_Notation_1x>`_) is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1 <https://pypi.org/project/pyasn1/>`_ library implements ASN.1 support in pure-Python.

What is ASN.1
-------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on if was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting `discussions <https://news.ycombinator.com/item?id=8871453>`_ on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's `ProtoBuffers <https://developers.google.com/protocol-buffers/>`_ or `FlatBuffers <https://google.github.io/flatbuffers/>`_, for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:
* Data types: the standard introduces a collection of basic data types
(integers, bits, strings, arrays and records) that can be used for describing
arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a
series of octets for storage or transmission over the wire as well as
recovered back into their structured form. The system is fully agnostic
to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms
of a schema language for ASN.1 compiler to turn it into platform-specific
implementation.

ASN.1 applications
-------------------

Being an old and generally successful standard, ASN.1 is widely
adopted for many uses. To give you an example, these technologies
use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas
-------------

Apparently, ASN.1 is hard to implement properly. Quality open-source
ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the
`statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>` on discovered
security vulnerabilities, many people have implemented ASN.1 parsers
and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood
and security reviewed.

Documentation
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.. toctree::
   :maxdepth: 2
Use case
--------

.. toctree::
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/example-use-case

Download & Install
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.. toctree::
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/download

Changes
-------

All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.

.. toctree::
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/changelog

License
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.. toctree::
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/license

Getting help
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or search

**Books on ASN.1**

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>`_ by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.

Found in path(s):
* `/opt/cola/permits/1110812511_1607462013.57/0/pyasn1-0.4.8-tar-gz/pyasn1-0.4.8/docs/source/contents.rst`

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**1.582 kmod 20 28.el7**

**1.582.1 Available under license:**

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Version 2.1, February 1999

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  jar/org/reactivestreams/Publisher.java 
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  jar/org/reactivestreams/FlowAdapters.java 
* /opt/cola/permits/1135840663_1613613063.73/0/reactive-streams-1-0-3-sources-3-
  jar/org/reactivestreams/Processor.java 
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  jar/org/reactivestreams/Subscription.java 
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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/ModelPropertiesProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/BaseModelProperty.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/CachingModelPropertiesProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
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* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/bean/BeanModelProperty.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/ResolvedTypes.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/ModelReferenceProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/bean/BeanModelProperty.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/field/FieldProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/Annotations.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/DefaultModelSpecificationProvider.java
* /opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/DefaultModelProvider.java
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*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/plugins/XmlModelPlugin.java
*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/plugins/PropertyDiscriminatorBasedInheritancePlugin.java
*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/XmlPropertyPlugin.java
*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/plugins/JacksonXmlModelPlugin.java
*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/plugins/JsonIgnorePropertiesModelPlugin.java
*/opt/ws_local/PERMITS_SQL/1082518454_1597956193.64/0/springfox-schema-3-0-0-sources-
jar/springfox/documentation/schema/property/JacksonXmlPropertyPlugin.java

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1.596 confluent-kafka 1.7.0

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 * Copyright (C) 2013 Mark Adler
 * Version 1.1  1 Aug 2013  Mark Adler
 */

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src/xxhash.[ch] src/lz4*.ch: git@github.com:lz4/lz4.git e2827775ee80d2ef98585872575df31fc60f1f3

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* @(#)queue.h 8/20/94
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regexp.c and regexp.h from https://github.com/ccxvii/minilibs sha 875c33568b5a4aa4fb3dd0c52ea98f7f0e5ca684

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1.597 jinja2 3.0.3

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* /opt/cola/permits/1226358395_1636965021.11/0/jinja2-3-0-3-tar-gz/Jinja2-3.0.3/LICENSE.rst

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

[metadata]
name = Jinja2
version = attr: jinja2.__version__
url = https://palletsprojects.com/p/jinja/
project_urls =
    Donate = https://palletsprojects.com/donate
    Documentation = https://jinja.palletsprojects.com/
    Changes = https://jinja.palletsprojects.com/changes/
    Source Code = https://github.com/pallets/jinja/
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license = BSD-3-Clause
license_files = LICENSE.rst
author = Armin Ronacher
author_email = armin.ronacher@active-4.com
maintainer = Pallets
maintainer_email = contact@palletsprojects.com
description = A very fast and expressive template engine.
long_description = file: README.rst
long_description_content_type = text/x-rst

classifiers =
Development Status :: 5 - Production/Stable
Environment :: Web Environment
Intended Audience :: Developers
License :: OSI Approved :: BSD License
Operating System :: OS Independent
Programming Language :: Python

Topic :: Internet :: WWW/HTTP :: Dynamic Content
Topic :: Text Processing :: Markup :: HTML

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]
where = src

[options.entry_points]
babel.extractors =
jinja2 = jinja2.ext:babel_extract[i18n]

[tool:pytest]
testpaths = tests
filterwarnings =
error
ignore:The loop argument:DeprecationWarning:asyncio[.]base_events:542

[coverage:run]
branch = True
source =
jinja2
tests

[coverage:paths]
source =
src
*/site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
src/jinja2/__init__.py: F401

[mypy]
files = src/jinja2
python_version = 3.6
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[mypy-jinja2.defaults]
no_implicit_reexport = False

[mypy-markupsafe]
no_implicit_reexport = False

[egg_info]
tag_build =
tag_date = 0

Found in path(s):
* /opt/cola/permits/1226358395_1636965021.11/0/jinja2-3-0-3-tar-gz/Jinja2-3.0.3/setup.cfg
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Metadata-Version: 2.1
Name: Jinja2
Version: 3.0.3
Summary: A very fast and expressive template engine.
Home-page: https://palletsprojects.com/p/jinja/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
Maintainer: Pallets
Maintainer-email: contact@palletsprojects.com
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Jinja

Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.

Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
Install and update using `pip`_:

.. code-block:: text

    $ pip install -U Jinja2


In A Nutshell
-------------

.. code-block:: jinja

    {% extends "base.html" %}
    {% block title %}Members{% endblock %}
    {% block content %}
        <ul>
        {% for user in users %}
            <li><a href="{{ user.url }}">{{ user.username }}</a></li>
        {% endfor %}
        </ul>
    {% endblock %}

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Links
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- Documentation: https://jinja.palletsprojects.com/
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- PyPI Releases: https://pypi.org/project/Jinja2/
- Source Code: https://github.com/pallets/jinja/
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1.598 elasticsearch-core 6.8.12

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1.599 visitorj-runtime 0.1.0

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1.600 android-json 0.0.20131108.vaadin1

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jar/org/json/JSONException.java

1.601 dropwizard-core 0.9.2

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1.604 jackson-coreutils-equivalence 1.0

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* /opt/cola/permits/1166302096_1621381491.42/0/jackson-coreutils-equivalence-1-0-sources-jar/com/github/fge/jackson/JsonNumEquivalence.java

1.605 simpleclient-dropwizard 0.6.0

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1.606 pycryptodome 3.14.1

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1.607 apacheds-xdbm-base 1.5.5

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1.608 vault 0.1.13

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With Secondary Licenses", as defined by
the Mozilla Public License, v. 2.0.
---
layout: api
page_title: /sys/license - HTTP API
description: |
The `/sys/license` endpoint is used to view and update the license used in
Vault.
---

```
# `/sys/license`

-> **Enterprise Only** These endpoints require Vault Enterprise.

The `/sys/license` endpoint is used to view and update the license used in
Vault.

## Read License

-> This API is deprecated as of Vault 1.8 and will be removed in a future version of Vault.
Please use [license autoloading](/docs/enterprise/license/autoloading) instead,
and see [License Status](#license-status) below for the non-deprecated equivalent API.

This endpoint returns information about the currently installed license.

<table>
<thead>
<tr>
<th>Method</th>
<th>Path</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GET</code></td>
<td><code>/sys/license</code></td>
</tr>
</tbody>
</table>

```shell-session
$ curl
--header "X-Vault-Token: ..." 
```
http://127.0.0.1:8200/v1/sys/license

### Sample Response

```json
{
  "data": {
    "expiration_time": "2017-11-14T16:34:36.546753-05:00",
    "features": ["UI", "HSM", "Performance Replication", "DR Replication"],
    "license_id": "temporary",
    "start_time": "2017-11-14T16:04:36.546753-05:00"
  },
  "warnings": ["time left on license is 29m33s"]
}
```

## Install License

-> This API is deprecated as of Vault 1.8 and will be removed in a future version of Vault. Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint returns the signed license blob for the currently installed license.

<table>
<thead>
<tr>
<th align="left">Method</th>
<th align="left">Path</th>
</tr>
</thead>
<tbody>
<tr>
<td align="left"><code>GET</code></td>
<td align="left"><code>/sys/license/signed</code></td>
</tr>
</tbody>
</table>

### Sample Request

```
$ curl
   --header "X-Vault-Token: ...
   http://127.0.0.1:8200/v1/sys/license/signed
```

### Sample Response

```
{
  "data": {
    "signed": "01ABCDEFG..."
  }
}
```

## Install License
This API is deprecated as of Vault 1.8 and will be removed in a future version of Vault. Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint is used to install a license into Vault. The license will be replicated to the Vault instances within the targeted cluster, but will not replicate the license to a [performance replication](/docs/enterprise/replication) cluster. To license a performance replication cluster, this must be run against a Vault instance within that cluster.

<table>
<thead>
<tr>
<th align="left">Method</th>
<th align="left">Path</th>
</tr>
</thead>
<tbody>
<tr>
<td align="left"><code>PUT</code></td>
<td align="left"><code>/sys/license</code></td>
</tr>
</tbody>
</table>

### Parameters

- `text` *(string: <required>)* The text of the license.

_**DR Secondary Specific Parameters**_

- `dr_operation_token` *(string: <required>)* - DR operation token used to authorize this request. Note that this is the legacy mechanism for providing a DR operation token. It is equally valid to provide the DR operation token in the `X-Vault-Token` header, as with a regular vault token.

If you are using a batch `dr_operation_token`, note you will need to add the following to the token's policy

```yaml
```
```
# Manage license for DR Secondary
path "sys/replication/dr/secondary/license" {
capabilities = ["update"]
}
```
```

### Sample Payload

```json
{
"text": "01ABCDEFG..."
}
```

### Sample Request

```shell-session
$ curl \
   --header "X-Vault-Token: ..." \
   --request PUT \
   --data @payload.json \
   http://127.0.0.1:8200/v1/sys/license
```
## Delete License

-> This API is deprecated as of Vault 1.8 and will be removed in a future version of Vault. Please use [license autoloading](/docs/enterprise/license/autoloading) instead.

This endpoint is used to delete a stored license in Vault. This will return an error unless license autoloading is in use.

<table>
<thead>
<tr>
<th align="left">Method</th>
<th align="left">Path</th>
</tr>
</thead>
<tbody>
<tr>
<td align="left"><code>DELETE</code></td>
<td align="left"><code>/sys/license</code></td>
</tr>
</tbody>
</table>

### Sample Request

```
$ curl \\
   --header "X-Vault-Token: ..." \\
   --request DELETE \\
   http://127.0.0.1:8200/v1/sys/license
```

## License Status

This endpoint returns information about licensing. It returns similar information to a GET of `sys/license`, but whereas that endpoint reports solely on the license Vault is currently using, this one reports on all licensing information the Vault cluster has. See [license autoloading](/docs/enterprise/license/autoloading) for background.

In the response:
* `autoloading_used` will be true if an autoloaded license was provided to the node, false otherwise.
* `autoloader` is the autoloaded license if autoloading_used is true.
* `persisted_autoload` is the autoloaded license the active node last wrote to storage; this is only used to detect inconsistently licensed nodes in the cluster. It cannot be used as a license itself.
* `stored` is the stored license if any, i.e. one written using `PUT sys/license`.

`autoloader`, `persisted_autoload`, and `stored` all have the same structure, which is also the same structure as the top-level `data` returned by `GET sys/license`.

<table>
<thead>
<tr>
<th align="left">Method</th>
<th align="left">Path</th>
</tr>
</thead>
<tbody>
<tr>
<td align="left"><code>GET</code></td>
<td align="left"><code>/sys/license/status</code></td>
</tr>
</tbody>
</table>

### Sample Request
```bash
$ curl \
   --header "X-Vault-Token: ..." \
   http://127.0.0.1:8200/v1/sys/license/status
```

### Sample Response

```json
{
   "data": {
      "autoloading_used": true,
      "autoloaded": {
         "expiration_time": "2022-05-17T23:59:59.999Z",
         "features": [
            "HSM",
            "Performance Replication",
            "DR Replication",
            "MFA",
            "Sentinel",
            "Seal Wrapping",
            "Control Groups",
            "Performance Standby",
            "Namespaces",
            "KMIP",
            "Entropy Augmentation",
            "Transform Secrets Engine",
            "Lease Count Quotas",
            "Key Management Secrets Engine",
            "Automated Snapshots"
         ],
         "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
         "performance_standby_count": 9999,
         "start_time": "2021-05-17T00:00:00Z"
      },
      "persisted_autoload": {
         "expiration_time": "2022-05-17T23:59:59.999Z",
         "features": [
            "HSM",
            "Performance Replication",
            "DR Replication",
            "MFA",
            "Sentinel",
            "Seal Wrapping",
            "Control Groups",
            "Performance Standby",
            "Namespaces",
            "KMIP"
         ],
         "license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
         "performance_standby_count": 9999,
         "start_time": "2021-05-17T00:00:00Z"
      }
   }
}
```
The `license` command groups subcommands for interacting with Vault licenses.

For more information, please see the [license documentation](/docs/enterprise/license)

## Examples

Query current license in use by a node:

```
$ vault license get
Key                          Value
---                          -----  
expiration_time              2022-05-17T23:59:59.999Z 
features                     [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas Key Management Secrets Engine Automated Snapshots]
license_id                   060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count    9999
```
Query signed license string (only when using a deprecated stored license)

```
```

Inspect a signed a license string:

```
```

License is valid

```
```

## Usage

```
Usage: vault license <subcommand> [options] [args]
```

Subcommands:

- get Query Vault's license
- inspect View the contents of a license string

For more information, examples, and usage about a subcommand, click on the name of the subcommand in the sidebar.
# Vault License

Licenses and EULA enhancements have been introduced in Vault 1.8 release. Please refer to the [FAQ](https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license?in=vault/enterprise) for common questions concerning these changes.

The [Install a HashiCorp Enterprise License](https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license?in=vault/enterprise) tutorial provides the instruction to load your Vault license.

---

# license inspect

The `license inspect` command describes the contents of a signed license string.

## Examples

Describe license in the environment (either `VAULT_LICENSE` for a raw value or `VAULT_LICENSE_PATH` for the path to a file containing the value):

```
```
$ vault license inspect
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{
"license_id": "060d7820-fa59-f95c-832b-395db0aeb9ba",
"customer_id": "5401ae3b-136b-3e47-3b43-432927fa03e7",
"installation_id": "*",
"issue_time": "2021-05-17T19:33:47.93981585Z",
"start_time": "2021-05-17T00:00:00Z",
"expiration_time": "2022-05-17T23:59:59.999Z",
"flags": {
"modules": ["multi-dc-scale","governance-policy"],
"features": ["HSM","Performance Replication","DR Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key Management Secrets Engine","Automated Snapshots"],
"performance_standby_count": 9999}
License is valid
```
Describe license at given path:
```shell-session
$ vault license inspect ~/vaults/license
Source: /Users/ncc/vaults/license
Product: vault
License ID: 060d7820-fa59-f95c-832b-395db0aeb9ba
Customer ID: 5401ae3b-136b-3e47-3b43-432927fa03e7
Installation ID: *
Issue Time: 2021-05-17 19:33:47.93981585 +0000 UTC
Start Time: 2021-05-17 00:00:00 +0000 UTC
Expiration Time: 2022-05-17 23:59:59.999 +0000 UTC
{"license_id":"060d7820-fa59-f95c-832b-395db0aeb9ba","customer_id":"5401ae3b-136b-3e47-3b43432927fa03e7","installation_id":"*","issue_time":"2021-05-17T19:33:47.93981585Z","start_time":"2021-0517T00:00:00Z","expiration_time":"2022-05-17T23:59:59.999Z","flags":{"modules":["multi-dc-scale","governancepolicy","advanced-data-protection"]},"features":["HSM","Performance Replication","DR
Replication","MFA","Sentinel","Seal Wrapping","Control Groups","Performance
Standby","Namespaces","KMIP","Entropy Augmentation","Transform Secrets Engine","Lease Count Quotas","Key
Management Secrets Engine","Automated Snapshots"],"performance_standby_count":9999}
License is valid
```
## Usage
The following flags are available in addition to the [standard set of
flags](/docs/commands) included on all commands.
### Command Options
- `-installation-id` `(string: "")` - Installation ID to validate the license against
--layout: docs
page_title: Frequently Asked Questions (FAQ)
description: An overview of license.
--# Frequently Asked Questions (FAQ)
This FAQ section is for the license changes introduced in Vault Enterprise 1.8.
- [Q: When will these licensing changes be released for Vault?](#q-when-will-these-licensing-changes-be-releasedfor-vault)
- [Q: Will these license changes impact HCP Vault?](#q-will-these-license-changes-impact-hcp-vault)
- [Q: Do these license changes impact all Vault customers/licenses?](#q-do-these-license-changes-impact-all-vaultcustomers-licenses)

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- [Q: What is the product behavior change introduced by the licensing changes?](#q-what-is-the-product-behavior-change-introduced-by-the-licensing-changes)
- [Q: How will Vault behave at startup when a license expires or terminates?](#q-how-will-vault-behave-at-startup-when-a-license-expires-or-terminates)
- [Q: What is the impact on evaluation licenses due to this change?](#q-what-is-the-impact-on-evaluation-licenses-due-to-this-change)
- [Q: Are there any changes to existing methods for manual license loading (API or CLI)?](#q-are-there-any-changes-to-existing-methods-for-manual-license-loading-api-or-cli)
- [Q: Is there a grace period when evaluation licenses expire?](#q-is-there-a-grace-period-when-evaluation-licenses-expire)
- [Q: Does this affect clients?](#q-does-this-affect-clients)
- [Q: Are the license files locked to a specific cluster?](#q-are-the-license-files-locked-to-a-specific-cluster)
- [Q: Will a EULA check happen every time a Vault restarts?](#q-will-a-eula-check-happen-every-time-a-vault-restarts)
- [Q: What scenarios should a customer plan for due to these license changes?](#q-what-scenarios-should-a-customer-plan-for-due-to-these-license-changes)
- [Q: What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-license-as-applied-via-the-cli-flow-to-the-license-on-disk-flow)
- [Q: What is the migration path for customers who wish to migrate from their existing perpetually licensed binaries to the license on disk flow (auto-loading)?](#q-what-is-the-migration-path-for-customers-who-wish-to-migrate-from-their-existing-perpetually-licensed-binaries-to-the-license-on-disk-flow-auto-loading)
- [Q: What is the migration path for customers who want to migrate from their existing perpetually licensed binaries to the current license on storage flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-perpetually-licensed-binaries-to-the-current-license-on-storage-flow)
- [Q: What is the path for customers who want to downgrade/rollback from Vault 1.8 or later (auto-loading) to a pre-Vault 1.8 (license in storage)?](#q-what-is-the-path-for-customers-who-want-to-downgrade-rollback-from-vault-1-8-or-later-auto-loading-to-a-pre-vault-1-8-license-in-storage)
- [Q: Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: When will these licensing changes be released for Vault?

The licensing and end-user license agreement (EULA) changes will be available with Vault 1.8-RC1 on June 16, 2021. Vault 1.8 is targeted to release on July 28, 2021.

### Q: Will these license changes impact HCP Vault?

No, these changes will not impact HCP Vault.

### Q: Do these license changes impact all Vault customers/licenses?

<table>
<thead>
<tr>
<th>Customer/licenses</th>
<th>Impacted?</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENT binaries (evaluation or non-evaluation downloaded from <a href="https://releases.hashicorp.com/vault/">releases.hashicorp.com</a>)</td>
<td>Yes</td>
</tr>
<tr>
<td>Open-Source (OSS)</td>
<td>No</td>
</tr>
<tr>
<td>Baked-in license binaries (pro/premium)</td>
<td>No</td>
</tr>
</tbody>
</table>
### Q: What is the product behavior change introduced by the licensing changes?

With Vault 1.8, a valid license is required on-disk (auto-loading) or in-storage for Vault to boot up successfully.

- Existing clusters upgrading to Vault 1.8 or later will not be affected. Customers may continue to use an in-storage license for their existing clusters until they decide to move to auto-loading. Please see the question below: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

- When deploying Vault 1.8 or later clusters, please ensure a valid license exists on-disk (auto-loading).

### Q: How will Vault behave at startup when a license expires or terminates?

When a license expires, Vault continues to function until the license terminates. This behavior exists today and remains unchanged in Vault 1.8. The grace period, defined as the time between license expiration and license termination, is 1 day for evaluation licenses (as of 1.8), and ten years for non-evaluation licenses. Customers must install a valid license before the grace period expires. This license can be autoloadered or loaded into storage using existing methods (`/sys/license`) depending on the applicable scenarios as described above.

When license terminates (upon grace period expiry), Vault will seal itself and customers will need a valid license in order to successfully bring-up Vault. If a valid license was not installed after license expiry, customers will need to install one, and this license will need to be auto-loaded.

### Q: What is the impact on evaluation licenses due to this change?

The 6-hour trial period for Enterprise binaries allows these particular binaries to run without a license file and will be removed as of Vault 1.8 and later. This change means that any clusters deployed with Vault 1.8 or later ENT binaries must have a valid license, and the license must be on the disk (auto-loading).

### Q: Are there any changes to existing methods for manual license loading (API or CLI)?

There are no significant changes to the API or CLI license loading with Vault 1.8. However, the `/sys/license` endpoint is slated for deprecation in a future release.

Please see the question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: Is there a grace period when evaluation licenses expire?

Evaluation licenses have a 1-day grace period. The grace period is the time until the license expires. Upon expiration, Vault will seal and will require a valid license to unseal and function properly.

### Q: Does this affect clients?

No, there is no impact to the Vault Agent.

### Q: Are the license files locked to a specific cluster?

The changes to licenses apply to all nodes in a cluster. The license files are not locked to a cluster, but are
independently applied to the appropriate clusters.

### Q: Will a EULA check happen every time a Vault restarts?

Yes, starting with Vault 1.8, ENT binaries will be subjected to a EULA check. The release of Vault 1.8 introduces the EULA check for evaluation licenses (non-evaluation licenses are evaluated with a EULA check during contractual agreement).

Although the agreement to a EULA occurs only once (when the user receives their license), Vault will check for the presence of a valid license every time a node is restarted.

When a customer upgrades existing clusters to Vault 1.8 or later, a valid license must exist to upgrade successfully. This valid license must be in storage or on-disk (auto-loaded). Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

Also, when customers deploy new clusters to Vault 1.8 or later, a valid license must exist to upgrade successfully. This valid license must be on-disk (auto-loaded).

### Q: What scenarios should a customer plan for due to these license changes?

- **New Cluster Deployment**: When a customer deploys new clusters to Vault 1.8 or later, a valid license must exist to successfully deploy. This valid license must be on-disk (auto-loaded).

- **Eventual Migration**: Since in-storage licenses will not be supported forever, migrating to auto-loaded licenses will be required. Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?

If a Vault 1.7 cluster is upgraded to Vault 1.8 or later and still has a stored license, the operator must migrate using an auto-loaded license.

1. Use the new command `vault license get -signed` to retrieve the license from the storage in their running cluster.
2. Put the license on disk, configure auto-loading (new `license_path` config option, OR new environment variable `VAULT_LICENSE_PATH` OR new environment variable `VAULT_LICENSE` containing the actual license itself).
3. Restart the Vault node.
4. A warning will explain that the license is in storage and using auto-loading.
5. Use the new command `vault delete /sys/license` to fully transition to auto-loading.

### Q: What is the migration path for customers who wish to migrate from their existing perpetually licensed binaries to the license on disk flow (auto-loading)?

A Vault customer who is currently using S3 unlocked binaries, upgrading their clusters to Vault 1.8 or later, and wishes to move to auto-loading, will need a valid enterprise binary version 1.8 or later and a valid license. The steps are the same as in the above question: [What is the migration path for customers who want to migrate from their existing license-as-applied-via-the-CLI flow to the license on disk flow?](#q-what-is-the-migration-path-for-customers-who-want-to-migrate-from-their-existing-license-as-applied-via-the-cli-flow-to-the-license-on-disk-flow)
starting at Step 2.

### Q: What is the migration path for customers who want to migrate from their existing perpetually licensed binaries to the current license on storage flow?

A Vault customer currently using S3 unlocked binaries is upgrading their clusters to a pre-Vault 1.8 version, the customer must retrieve the corresponding enterprise binary and a valid license to load the license in storage (`/sys/license`). Please see the below question: [Is there a limited time for support of licenses that are in storage?](#q-is-there-a-limited-time-for-support-of-licenses-that-are-in-storage)

### Q: What is the path for customers who want to downgrade/rollback from Vault 1.8 or later (auto-loading) to a pre- Vault 1.8 (license in storage)?

The downgrade procedure remains the same for Vault customers who are currently on Vault 1.8 or later, have a license installed via auto-loading, and would like to downgrade their cluster to a pre-1.8 version that does not have auto-loading support and only supports license in storage. Please refer to the [upgrade procedures](https://learn.hashicorp.com/tutorials/vault/sop-upgrade?in=vault/standard-procedures) that remind the customers that they must take a snapshot before the upgrade. Customers will need to restore their version from the snapshot, apply the pre-1.8 enterprise binary version they wish to roll back, and bring up the clusters.

### Q: Is there a limited time for support of licenses that are in storage?

The support of licenses installed by alternative means often leads to difficulties providing the appropriate support. To provide the support expected by our customers, we plan to scale support for licenses in storage for Vault. With this plan, Vault customers have up to a 1-year migration period, or until the release of Vault 1.11, to migrate their licenses from in-storage to auto-loading. Starting with Vault 1.11, licensing endpoints that are put in storage will be removed, and Vault will no longer check for valid licenses in storage. This change requires that all customers have auto-loaded licenses to upgrade to 1.11(+) successfully.
Prior to Vault 1.8, Vault Enterprise would be licensed using special binaries that contained embedded licenses, or via a license written into Vault storage using the [PUT sys/license API](/api/system/license#install-license).

As of Vault 1.8 those options still exist but are deprecated, and the recommended mechanism for managing licenses is called License Autoloading. New clusters are required to use the autoloading method.
License Autoloding can be done using one of these mechanisms, in increasing order of priority (i.e. `VAULT_LICENSE` takes precedence over `VAULT_LICENSE_PATH`, which takes precedence over `license_path` in config.)

* [license_path in config](/docs/configuration#license_path)
* [VAULT_LICENSE_PATH environment variable](/docs/commands#vault_license_path)
* [VAULT_LICENSE environment variable](/docs/commands#vault_license)

Nodes within a cluster should be consistently licensed. All nodes in a cluster should use autoloading, or none should. If autoloading is used, all nodes should use the same license string. Warnings will be written to the log when there are discrepancies.

If autoloading is used, any existing stored license will be ignored. The presence of a stored license in conjunction with an autoloaded license will also result in logged warnings. Once a migration to autoloading is completed, it is recommended to use the [DELETE API](/api/system/license#delete-license) to remove the stored license.

{{#if this.licenseExpired}}
  <div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-expired>
    <AlertBanner
      @type="danger"
      @title="License expired"
      @message="Your Vault license expired on {{date-format @expiry "MMM d, yyyy"}}. Add a new license to your configuration and restart Vault."
      @marginless={{true}}
    >
      <a href="https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license" target="_blank" rel="noreferrer noopener">Read documentation</a>
    </AlertBanner>
  </div>
{{/if}}

{{else if (lte this.licenseExpiringInDays 30)}}
  <div class="license-banner-wrapper" data-test-license-banner data-test-license-banner-warning>
    <AlertBanner
      @type="warning"
      @title="Vault license expiring"
      @message="Your Vault license will expire in {{this.licenseExpiringInDays}} days at {{date-format @expiry "hh:mm:ss a"}} on {{date-format @expiry "MMM d, yyyy"}}. {{if @autoloaded 'Add a new license to your configuration. 'Keep in mind that your next license will need to be autoloaded'}}"
      @marginless={{true}}
    >
      <a href="https://learn.hashicorp.com/tutorials/nomad/hashicorp-enterprise-license" target="_blank" rel="noreferrer noopener">Read documentation</a>
    </AlertBanner>
  </div>
{{/if}}
package license

// Features is a bitmask of feature flags
type Features uint

const FeatureNone Features = 0

func (f Features) HasFeature(flag Features) bool {
    return false
}

---

layout: docs
page_title: license get - Command
description: |-
The "license get" command reports on the license in use.
---

# license get

The 'license get' command reports on the license in use. With the `-signed` flag, it will return the actual license string, but only if the license is stored, as opposed to [autoloading](/docs/enterprise/license/autoloading).

## Examples

Describe current license:

```shell-session
$ vault license get
Key              Value
---              -----  
expiration_time  2022-05-17T23:59:59.999Z
features         [HSM Performance Replication DR Replication MFA Sentinel Seal Wrapping Control Groups
Performance Standby Namespaces KMIP Entropy Augmentation Transform Secrets Engine Lease Count Quotas
Key Management Secrets Engine Automated Snapshots]
license_id       060d7820-fa59-f95c-832b-395db0aeb9ba
performance_standby_count 9999
start_time       2021-05-17T00:00:00Z
``` 

Get stored license string:

```shell-session
$ vault license get -signed
02MV4UU43BK5H...
```
Try to get stored license string when using autoloading:

```shell-session
$ vault license get -signed
License not found or using a temporary license.
```

## Usage

The following flags are available in addition to the [standard set of flags](/docs/commands) included on all commands.

### Command Options

- `-signed` *(bool: false)* - Return the signed license string when using a stored license.

---

# 1.609 msg-simple 1.1

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Version 3, 29 June 2007

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1.612 jackson-module-afterburner 2.9.7

1.613 go-testing-interface 1.0.0

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* /opt/cola/permits/1284951108_1646865528.64/0/jcodings-1-0-27-sources-jar/org/jcodings/specific/ISO8859_2Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/0/jcodings-1-0-27-sources-jar/org/jcodings/ascii/AsciiTables.java
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* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/UTF8Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/util/BytesHash.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/Big5HKSCSEncoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/BaseUTF8Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/ISO8859_16Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/BIG5Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/specific/UTF16LE Encoding.java
* /opt/cola/permits/1284951108_1646865528.64/jcodings-1.0-27-sources-jar/org/jcodings/util/IntArrayHash.java
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1.615 afm 0.2.2
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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/DCPathButton/Classes/DCPathItemButton.h
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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/DCPathButton/Classes/DCPathItemButton.m
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Pods/DCPathButton/DCPathButton/Classes/DCPathButton.m
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Swift/DCPathButton/Classes/DCPathItemButton.h
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Swift/DCPathButton/Classes/DCPathButton.m
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/ExampleTests/ExampleTests.m
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Pod::Spec.new do |s|
  s.name         = "DCPathButton"
  s.version      = "2.1.1"
  s.summary      = "A beautiful button copy from Path®"
  s.description  = <<-DESC
  DCPathButton is a menu button, design by an famous App Path®.
  Since Path® 4.0, it return to use a tab bar instead of a side bar,
  and also change the menu button. So I try to implement it and then
  the DCPathButton born :) 
  DESC
  s.homepage     = "https://github.com/Tangdixi/DCPathButton"
  s.license      = {
    :attribution_required => false,
    :attribution_url     => nil,
    :attribution_text    => "MIT License",
    :filename            => "LICENSE",
  }
end
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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/LISENCE

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Found in path(s):
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example-Swift/Example-Swift/Base.lproj/LaunchScreen.xib

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/README.md

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* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/Example/Example/BarButtonItemViewController.m
1.631 zlib 1.2.11

1.631.1 Available under license:

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

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1.632 psych 2.2.4

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1.633 pdbpp 0.10.2

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   Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
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* /opt/ws_local/PERMITS_SQL/1033514565_1593175343.78/0/slf4j-log4j12-1-8-0-beta4-sources-jar/org/slf4j/log4j12/Log4jLoggerFactory.java
* /opt/ws_local/PERMITS_SQL/1033514565_1593175343.78/0/slf4j-log4j12-1-8-0-beta4-sources-jar/org/slf4j/log4j12/Log4jMDCAdapter.java

1.651 x-oauth2 0.0.0-20200107190931-bf48bf16ab8d

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1.664 fwd 1.1.1

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package license

import (
    "context"
    "flag"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/types"
)

type assign struct {
    *flags.ClientFlag
    *flags.OutputFlag
    *flags.HostSystemFlag
    *flags.ClusterFlag

    name   string
    remove bool
}

func init() {
    cli.Register("license.assign", &assign{}}
}
func (cmd *assign) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag:Register(ctx, f)

    cmd.HostSystemFlag, ctx = flags.NewHostSystemFlag(ctx)
    cmd.HostSystemFlag:Register(ctx, f)

    cmd.ClusterFlag, ctx = flags.NewClusterFlag(ctx)
    cmd.ClusterFlag:Register(ctx, f)

    f.StringVar(&cmd.name, "name", "", "Display name")
    f.BoolVar(&cmd.remove, "remove", false, "Remove assignment")
}

func (cmd *assign) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }

    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }

    if err := cmd.HostSystemFlag.Process(ctx); err != nil {
        return err
    }

    return cmd.ClusterFlag.Process(ctx)
}

func (cmd *assign) Usage() string {
    return "KEY"
}

func (cmd *assign) Description() string {
    return `Assign licenses to HOST or CLUSTER.
Examples:
govc license.assign $VCSA_LICENSE_KEY
govc license.assign -host a_host.example.com $ESX_LICENSE_KEY
govc license.assign -cluster a_cluster $VSAN_LICENSE_KEY`
}

func (cmd *assign) Run(ctx context.Context, f *flag.FlagSet) error {
    if f.NArg() != 1 {
        return flag.ErrHelp
    }

    return flag.ErrHelp
}
key := f.Arg(0)

client, err := cmd.Client()
if err != nil {
    return err
}

m, err := license.NewManager(client).AssignmentManager(ctx)
if err != nil {
    return err
}

host, err := cmd.HostSystemIfSpecified()
if err != nil {
    return err
}

var id string

if host == nil {
    cluster, cerr := cmd.ClusterIfSpecified()
    if cerr != nil {
        return cerr
    }
    if cluster == nil {
        // Default to vCenter UUID
        id = client.ServiceContent.About.InstanceUuid
    } else {
        id = cluster.Reference().Value
    }
} else {
    id = host.Reference().Value
}

if cmd.remove {
    return m.Remove(ctx, id)
}

info, err := m.Update(ctx, id, key, cmd.name)
if err != nil {
    return err
}

return cmd.WriteResult(licenseOutput([]types.LicenseManagerLicenseInfo{*info}))
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package license

import (
    "context"
    "flag"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
)

var featureUsage = "List licenses with given feature"

type ls struct {
    *flags.ClientFlag
    *flags.OutputFlag

    feature string
}

func init() {
    cli.Register("license.ls", &ls{} )
}

func (cmd *ls) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *ls) Process(ctx context.Context) error {
if err := cmd.ClientFlag.Process(ctx); err != nil {
    return err
}
if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
}
return nil

func (cmd *ls) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)
    result, err := m.List(ctx)
    if err != nil {
        return err
    }

    if cmd.feature != "" {
        result = result.WithFeature(cmd.feature)
    }

    return cmd.WriteResult(licenseOutput(result))
}
/*
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*/

package license

import (
    "context"
    "flag"
)
type add struct {
*flags.ClientFlag
*flags.OutputFlag
}

func init() {
cli.Register("license.add", &add{})
}

func (cmd *add) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
}

func (cmd *add) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *add) Usage() string {
    return "KEY..."
}

func (cmd *add) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client() 
    if err != nil {
        return err
    }
    m := license.NewManager(client)

    // From the vSphere 5.5 documentation:
To specify the edition type and any optional functions, use
updateLicense for ESX Server and addLicense follow by
LicenseAssignmentManager.updateAssignedLicense for VirtualCenter.

```go
var addFunc func(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error)
switch t := client.ServiceContent.About.ApiType; t {
case "HostAgent":
    addFunc = m.Update
    case "VirtualCenter":
    addFunc = m.Add
    default:
    return fmt.Errorf("unsupported ApiType: %s", t)
}

result := make(licenseOutput, 0)
for _, v := range f.Args() {
    license, err := addFunc(ctx, v, nil)
    if err != nil {
        return err
    }
    result = append(result, license)
}

return cmd.WriteResult(licenseOutput(result))
}
```

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package simulator

import (   "context"   "reflect"   "testing"   "github.com/vmware/govmomi"   "github.com/vmware/govmomi/find"   "github.com/vmware/govmomi/license"
)

func TestLicenseManagerVPX(t *testing.T) {   ctx := context.Background()   m := VPX()

def m.Remove()

err := m.Create()   if err != nil {       t.Fatal(err)   }

s := m.Service.NewServer()   defer s.Close()

c, err := govmomi.NewClient(ctx, s.URL, true)   if err != nil {       t.Fatal(err)   }

lm := license.NewManager(c.Client)   am, err := lm.AssignmentManager(ctx)   if err != nil {       t.Fatal(err)   }

la, err := am.QueryAssigned(ctx, "enoent")   if err != nil {

func TestLicenseManagerESX(t *testing.T) {
    ctx := context.Background()
    m := ESX()
    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {

t.Fatal(err)
}

lm := license.NewManager(c.Client)
_, err = lm.AssignmentManager(ctx)
if err != nil {
    t.Fatal("expected error")
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 1 {
    t.Fatal("no licenses")
}

if !reflect.DeepEqual(la[0], EvalLicense) {
    t.Fatal("invalid license")
}
}

func TestAddRemoveLicense(t *testing.T) {
    ctx := context.Background()
    m := ESX()
    defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    key := "00000-00000-00000-00000-11111"
    labels := map[string]string{"key": "value"}

    info, err := lm.Add(ctx, key, labels)
    if err != nil {
        t.Fatal(err)
    }

    if len(la) != 1 {
        t.Fatal("no licenses")
    }

    if !reflect.DeepEqual(la[0], EvalLicense) {
        t.Fatal("invalid license")
    }
}
t.Fatal(err)
}
if info.LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, info.LicenseKey)
}
if len(info.Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d", len(labels), len(info.Labels))
}
if info.Labels[0].Key != "key" || info.Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}", info.Labels[0].Key, info.Labels[0].Value)
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}
if len(la) != 2 {
    t.Fatal("no licenses")
}
if la[1].LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, la[1].LicenseKey)
}
if len(la[1].Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d", len(labels), len(la[1].Labels))
}
if la[1].Labels[0].Key != "key" || la[1].Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}", la[1].Labels[0].Key, la[1].Labels[0].Value)
}

err = lm.Remove(ctx, key)
if err != nil {
    t.Fatal(err)
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

la, err = lm.List(ctx)
if err != nil {
    t.Fatal(err)
}
t.Fatal(err)
}

if len(la) != 1 {
t.Fatal("no licenses")
}
}

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Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 6363
package simulator

import (
    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/mo"
    "github.com/vmware/govmomi/vim25/soap"
    "github.com/vmware/govmomi/vim25/types"
)

// EvalLicense is the default license
var EvalLicense = types.LicenseManagerLicenseInfo{
    LicenseKey: "00000-00000-00000-00000-00000",
    EditionKey: "eval",
    Name: "Evaluation Mode",
    Properties: []types.KeyAnyValue{
        {Key: "feature", Value: types.KeyValue{
            Key: "serialuri:2", Value: "Remote virtual Serial Port Concentrator",
        }
    },
    }
}

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// distributed under the License is distributed on an "AS IS" BASIS,
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// limitations under the License.
type LicenseManager struct {
    mo.LicenseManager
}

func NewLicenseManager(ref types.ManagedObjectReference) object.Reference {
    m := &LicenseManager{
        Self: ref,
    }
    m.Licenses = []types.LicenseManagerLicenseInfo{EvalLicense}

    if Map.IsVPX() {
        am := Map.Put(&LicenseAssignmentManager{}).Reference()
        m.LicenseAssignmentManager = &am
    }

    return m
}

func (m *LicenseManager) AddLicense(req *types.AddLicense) soap.HasFault {
    body := &methods.AddLicenseBody{
        Res: &types.AddLicenseResponse{},
    }

    for _, license := range m.Licenses {
        if license.LicenseKey == req.LicenseKey {
            body.Res.Returnval = licenseInfo(license.LicenseKey, license.Labels)
            return body
        }
    }

    m.Licenses = append(m.Licenses, types.LicenseManagerLicenseInfo{
        LicenseKey: req.LicenseKey,
        Labels: req.Labels,
    })

    body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)

    return body
}

func (m *LicenseManager) RemoveLicense(req *types.RemoveLicense) soap.HasFault {
    body := &methods.RemoveLicenseBody{
        Res: &types.RemoveLicenseResponse{},
    }

    for i, license := range m.Licenses {
        if req.LicenseKey == license.LicenseKey {
            m.Licenses = append(m.Licenses[:i], m.Licenses[i+1:]...)  
            return body
        }
    }

    body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)

    return body
}
type LicenseAssignmentManager struct {
    mo.LicenseAssignmentManager
}

func (m *LicenseAssignmentManager) QueryAssignedLicenses(req *types.QueryAssignedLicenses) soap.HasFault {
    body := &methods.QueryAssignedLicensesBody{
        Res: &types.QueryAssignedLicensesResponse{
        }
    }

    // EntityId can be a HostSystem or the vCenter InstanceUuid
    if req.EntityId != "" {
        if req.EntityId != Map.content().About.InstanceUuid {
            id := types.ManagedObjectReference{
                Type: "HostSystem",
                Value: req.EntityId,
            }

            if Map.Get(id) == nil {
                return body
            }
        }
    }

    body.Res.Returnval = []types.LicenseAssignmentManagerLicenseAssignment{
        {
            EntityId: req.EntityId,
            AssignedLicense: EvalLicense,
        },
    }

    return body
}

func licenseInfo(key string, labels []types.KeyValue) types.LicenseManagerLicenseInfo {
    info := EvalLicense

    info.LicenseKey = key
    info.Labels = labels

    return info
}
package license

import (  
    "context"
    "flag"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
)

type decode struct {  
    *flags.ClientFlag  
    *flags.OutputFlag

    feature string
}

func init() {  
    cli.Register("license.decode", &decode{})
}

func (cmd *decode) Register(ctx context.Context, f *flag.FlagSet) {  
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}
func (cmd *decode) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *decode) Usage() string {
    return "KEY..."
}

func (cmd *decode) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }
    var result license.InfoList
    m := license.NewManager(client)
    for _, v := range f.Args() {
        license, err := m.Decode(ctx, v)
        if err != nil {
            return err
        }
        result = append(result, license)
    }
    if cmd.feature != "" {
        result = result.WithFeature(cmd.feature)
    }
    return cmd.WriteResult(licenseOutput(result))
}

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*/

package license
import (  
    "context"  
    "strconv"  
    "strings"  
    "github.com/vmware/govmomi/object"  
    "github.com/vmware/govmomi/vim25"  
    "github.com/vmware/govmomi/vim25/methods"  
    "github.com/vmware/govmomi/vim25/mo"  
    "github.com/vmware/govmomi/vim25/types"  
)  

type Manager struct {  
    object.Common  
}  

func NewManager(c *vim25.Client) *Manager {  
    m := Manager{  
        object.NewCommon(c, *c.ServiceContent.LicenseManager),  
    }  
    return &m  
}  

func mapToKeyValueSlice(m map[string]string) []types.KeyValue {  
    var r []types.KeyValue  
    for k, v := range m {  
        r = append(r, types.KeyValue{Key: k, Value: v})  
    }  
    return r  
}  

func (m Manager) Add(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {  
    req := types.AddLicense{  
        This:       m.Reference(),  
        LicenseKey: key,  
        Labels:     mapToKeyValueSlice(labels),  
    }  
    res, err := methods.AddLicense(ctx, m.Client(), &req)  
    if err != nil {  
        return types.LicenseManagerLicenseInfo{}, err  
    }  
    return res.Returnval, nil  
}
func (m Manager) Decode(ctx context.Context, key string) (types.LicenseManagerLicenseInfo, error) {
    req := types.DecodeLicense{
        This:    m.Reference(),
        LicenseKey: key,
    }

    res, err := methods.DecodeLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) Remove(ctx context.Context, key string) error {
    req := types.RemoveLicense{
        This:    m.Reference(),
        LicenseKey: key,
    }

    _, err := methods.RemoveLicense(ctx, m.Client(), &req)
    return err
}

func (m Manager) Update(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateLicense{
        This:    m.Reference(),
        LicenseKey: key,
        Labels:    mapToKeyValueSlice(labels),
    }

    res, err := methods.UpdateLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }

    return res.Returnval, nil
}

func (m Manager) List(ctx context.Context) (InfoList, error) {
    var mlm mo.LicenseManager
    err := m.Properties(ctx, m.Reference(), []string{"licenses"}, &mlm)
    if err != nil {
        return nil, err
    }

    return mlm.InfoList, nil
}
func (m Manager) AssignmentManager(ctx context.Context) (*AssignmentManager, error) {
    var mlm mo.LicenseManager
    
    err := m.Properties(ctx, m.Reference(), []string{"licenseAssignmentManager"}, &mlm)
    if err != nil {
        return nil, err
    }
    
    if mlm.LicenseAssignmentManager == nil {
        return nil, object.ErrNotSupported
    }
    
    am := AssignmentManager{
        object.NewCommon(m.Client(), *mlm.LicenseAssignmentManager),
    }
    
    return &am, nil
}

type licenseFeature struct {
    name  string
    level int
}

func parseLicenseFeature(feature string) *licenseFeature {
    f := strings.Split(feature, ":")
    
    if len(f) > 1 {
        var err error
        f.level, err = strconv.Atoi(f[1])
        if err != nil {
            f.name = feature
        }
    }
    
    return &f
}

func HasFeature(license types.LicenseManagerLicenseInfo, key string) bool {
    feature := parseLicenseFeature(key)
for _, p := range license.Properties {
    if p.Key != "feature" {
        continue
    }

    kv, ok := p.Value.(types.KeyValue)
    if !ok {
        continue
    }

    lf := parseLicenseFeature(kv.Key)
    if lf.name == feature.name && lf.level >= feature.level {
        return true
    }

    return false
}

// InfoList provides helper methods for []types.LicenseManagerLicenseInfo
infoList := types.LicenseManagerLicenseInfo

func (l InfoList) WithFeature(key string) InfoList {
    var result InfoList
    for _, license := range l {
        if HasFeature(license, key) {
            result = append(result, license)
        }
    }

    return result
}

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package license

import {
    "context"
    "flag"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
}

type remove struct {
    *flags.ClientFlag
    *flags.OutputFlag
}

func init() {
    cli.Register("license.remove", &remove{ })
}

func (cmd *remove) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
}

func (cmd *remove) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *remove) Usage() string {
    return "KEY..."
}

func (cmd *remove) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
return err

m := license.NewManager(client)
for _, v := range f.Args() {
    err = m.Remove(ctx, v)
    if err != nil {
        return err
    }
}
return nil

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*/

package license

import {
    "context"
    "flag"
    "fmt"
    "io"
    "os"
    "text/tabwriter"

    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/types"
}

type assigned struct {
    *flags.ClientFlag
    *flags.OutputFlag
}
id string

func init() {
    cli.Register("license.assigned.ls", &assigned{})
}

func (cmd *assigned) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.id, "id", "", "Entity ID")
}

func (cmd *assigned) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }

    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }

    return nil
}

func (cmd *assigned) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m, err := license.NewManager(client).AssignmentManager(ctx)
    if err != nil {
        return err
    }

    assigned, err := m.QueryAssigned(ctx, cmd.id)
    if err != nil {
        return err
    }

    return cmd.WriteResult(assignedOutput(assigned))
}

type assignedOutput []types.LicenseAssignmentManagerLicenseAssignment
func (res assignedOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Id:\tScope:\tName:\tLicense:\n")
    for _, v := range res {
        fmt.Fprintf(tw, "%s\t", v.EntityId)
        fmt.Fprintf(tw, "%s\t", v.Scope)
        fmt.Fprintf(tw, "%s\t", v.EntityDisplayName)
        fmt.Fprintf(tw, "%s\t", v.AssignedLicense.LicenseKey)
        fmt.Fprintf(tw, "%n")
    }
    return tw.Flush()
}

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package license

import (  
"fmt"  
"io"  
"os"  
"text/tabwriter"
  
"github.com/vmware/govmomi/vim25/types"
)

type licenseOutput []types.LicenseManagerLicenseInfo

func (res licenseOutput) Write(w io.Writer) error {  
tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)  
fmt.Fprintf(tw, "Key:	Edition:	Used:	Total:
")  
for _, v := range res {  
fmt.Fprintf(tw, "%s	", v.LicenseKey)  
fmt.Fprintf(tw, "%s	", v.EditionKey)  
fmt.Fprintf(tw, "%d	", v.Used)  
fmt.Fprintf(tw, "%d	", v.Total)  
fmt.Fprintf(tw, "\n")  
}  
return tw.Flush()
}

#!/usr/bin/env bats

load test_helper
# These tests should only run against a server running an evaluation license.

```bash
verify_evaluation() {
  if [ "$\(\text{govc license.ls -json \[ jq \ -r \[0].EditionKey\]} != \"eval\] ]; then
    skip "requires evaluation license"
  fi
}
```

```bash
define get_key() {
    jq ".\[1\] | select(.LicenseKey == \"$1\")"
}
```

```bash
define get_property() {
    jq -r ".\Properties\[0\] | select(.Key == \"$1\") | .Value"
}
```

```bash
@test "license.add" {
  esx_env

  verify_evaluation

  run govc license.add -json 00000-00000-00000-00000-00001 00000-00000-00000-00000-00002
  assert_success

  # Expect to see an entry for both the first and the second key
  assert_equal "License is not valid for this product" "$\(\text{get_key 00000-00000-00000-00000-00001 <<<\{output\}}\) | 
  get_property diagnostic"
  assert_equal "License is not valid for this product" "$\(\text{get_key 00000-00000-00000-00000-00002 <<<\{output\}}\) | 
  get_property diagnostic"
}
```

```bash
@test "license.remove" {
  esx_env

  verify_evaluation

  run govc license.remove -json 00000-00000-00000-00000-00001
  assert_success

}
```

```bash
@test "license.ls" {
  vcsim_env

  verify_evaluation

  run govc license.ls -json
  assert_success

  # Expect the test instance to run in evaluation mode
```
assert_equal "Evaluation Mode" "$\$(get_key 00000-00000-00000-00000-00000-\$output | jq -r ".Name")$\$

@test "license.decode" {
  esx_env

  verify_evaluation

  key=00000-00000-00000-00000-00000
  assert_equal "eval" $(govc license.decode $key | grep $key | awk '{print $2}')
}

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    "context"
    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/types"
)

type AssignmentManager struct {
    object.Common
}

func (m AssignmentManager) QueryAssigned(ctx context.Context, id string) ([]types.LicenseAssignmentManagerLicenseAssignment, error) {
    req := types.QueryAssignedLicenses{
        This:     m.Reference(),
        EntityId: id,
    }
    res, err := methods.QueryAssignedLicenses(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }
    return res.Returnval, nil
}

func (m AssignmentManager) Remove(ctx context.Context, id string) error {
    req := types.RemoveAssignedLicense{
        This:     m.Reference(),
    }
    res, err := methods.RemoveAssignedLicense(ctx, m.Client(), &req)
    if err != nil {
        return err
    }
    return nil
}
func (m AssignmentManager) Update(ctx context.Context, id string, key string, name string) (*types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateAssignedLicense{
        This:              m.Reference(),
        Entity:            id,
        LicenseKey:        key,
        EntityDisplayName: name,
    }

    res, err := methods.UpdateAssignedLicense(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }

    return &res.Returnval, nil
}

1.667 keyutils 1.5.8 3.el7
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received the program in object code or executable form with such
an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for
making modifications to it. For an executable work, complete source
code means all the source code for all modules it contains, plus any
associated interface definition files, plus the scripts used to
control compilation and installation of the executable. However, as a
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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  jar/ org/ springframework/ security/ web/ server/ authentication/ logout/ HeaderWriterServerLogoutHandler. java
* /opt/ cola/ permits/ 1178504967_ 1637576894.91/ 0/ spring-security-web- 5-5-1-sources-
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1.677 wget 3.2

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Metadata-Version: 1.1
Name: wget
Version: 3.2
Summary: pure python download utility
Home-page: http://bitbucket.org/techtonik/python-wget/
Author: anatoly techtonik <techtonik@gmail.com>
Author-email: UNKNOWN
License: Public Domain
Description: Usage

python -m wget [options] <URL>

options:
- -o --output FILE|DIR output filename or directory

API Usage

=======

>>> import wget
>>> url = 'http://www.futurecrew.com/skaven/song_files/mp3/razorback.mp3'
>>> filename = wget.download(url)
100% [................................................] 3841532 / 3841532>
>>> filename
'razorback.mp3'

The skew that you see above is a documented side effect.
Alternative progress bar:

>>> wget.download(url, bar=bar_thermometer)
ChangeLog
===============
3.2 (2015-10-22)
* download(url) can again be unicode on Python 2.7
  https://bitbucket.org/techtonik/python-wget/issues/8

3.1 (2015-10-18)
* it saves unknown files under download.wget filename
  https://bitbucket.org/techtonik/python-wget/issues/6
* it prints unicode chars to Windows console
* it downloads unicode urls with Python 3

3.0 (2015-10-17)
* it can download and save unicode filenames
  https://bitbucket.org/techtonik/python-wget/issues/7

2.2 (2014-07-19)
* it again can download without -o option

2.1 (2014-07-10)
* it shows command line help
* -o option allows to select output file/directory

  * download(url, out, bar) contains out parameter

2.0 (2013-04-26)
* it shows percentage
* it has usage examples
* it changes if being used as a library

  * download shows progress bar by default
  * bar_adaptive gets improved algorithm
  * download(url, bar) contains bar parameter
  * bar(current, total)
  * progress_callback is named callback_progress

1.0 (2012-11-13)
* it runs with Python 3

0.9 (2012-11-13)
* it renames file if it already exists
* it can be used as a library

  * download(url) returns filename
  * bar_adaptive() draws progress bar
  * bar_thermometer() simplified bar
0.8 (2011-05-03)
* it detects filename from HTTP headers

0.7 (2011-03-01)
* compatibility fix for Python 2.5
* limit width of progress bar to 100 chars

0.6 (2010-04-24)
* it detects console width on POSIX

0.5 (2010-04-23)
* it detects console width on Windows

0.4 (2010-04-15)
* it shows cute progress bar

0.3 (2010-04-05)
* it creates temp file in current dir

0.2 (2010-02-16)
* it tries to detect filename from URL

0.1 (2010-02-04)
* it can download file

Release Checklist
=================

| [ ] update version in wget.py
| [x] update description in setup.py
| [ ] python setup.py check -mrs
| [ ] python setup.py sdist upload
| [ ] tag hg version

--
anatoly techtonik <techtonik@gmail.com>

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1.678 AWS SDK-Go 1.29.15
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1.684 netty-handler 4.1.30.Final

1.685 newt 2.0.10.20728

1.685.1 Available under license :

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1.686 assertions 1.0.0

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Hamcrest library (hamcrest-*-jar) & CuvesAPI / Curve API

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SLF4J library (slf4j-api-*.jar)

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1.697 acora 2.2

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1.698 atk 2.28.1 2.el7

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1.699 snake-yaml 1.28

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Manifest-Version: 1.0
Automatic-Module-Name: org.yaml.snakeyaml
Bnd-LastModified: 1613973356620
Build-Jdk: 11.0.10
Built-By: alex13
Bundle-Description: YAML 1.1 parser and emitter for Java
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: SnakeYAML
Bundle-SymbolicName: org.yaml.snakeyaml
Bundle-Version: 1.28.0
Created-By: Apache Maven Bundle Plugin
Export-Package: org.yaml.snakeyaml;version="1.28",org.yaml.snakeyaml.comments;version="1.28",org.yaml.snakeyaml.composer;version="1.28",org.yaml.snakeyaml.constructor;version="1.28",org.yaml.snakeyaml.emitter;version="1.28",org.yaml.snakeyaml.env;version="1.28",org.yaml.snakeyaml.error;version="1.28",org.yaml.snakeyaml.events;version="1.28",org.yaml.snakeyaml.extensions.compactnotation;version="1.28",org.yaml.snakeyaml.introspector;version="1.28",org.yaml.snakeyaml.nodes;version="1.28",org.yaml.snakeyaml.parser;version="1.28",org.yaml.snakeyaml.reader;version="1.28",org.yaml.snakeyaml.representer;version="1.28",org.yaml.snakeyaml.resolver;version="1.28",org.yaml.snakeyaml.serializer;version="1.28",org.yaml.snakeyaml.tokens;version="1.28",org.yaml.snakeyaml.util;version="1.28"
Import-Package: org.yaml.snakeyaml;version="[1.28,2)",org.yaml.snakeyaml.comments;version="[1.28,2)",org.yaml.snakeyaml.composer;version="[1.28,2)",org.yaml.snakeyaml.emitter;version="[1.28,2)",org.yaml.snakeyaml.error;version="[1.28,2)",org.yaml.snakeyaml.events;version="[1.28,2)",org.yaml.snakeyaml.introspector;version="[1.28,2)",org.yaml.snakeyaml.nodes;version="[1.28,2)",org.yaml.snakeyaml.parser;version="[1.28,2)",org.yaml.snakeyaml.reader;version="[1.28,2)",org.yaml.snakeyaml.resolver;version="[1.28,2)",org.yaml.snakeyamlscanner;version="[1.28,2)"
1.700 libxfont 7.5-21.el7

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* /opt/cola/permits/1003295355_1615417986.05/0/compiler-zip/compiler/JspRuntimeContext.java
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1.704 sarama 1.27.1

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1.706 jackson-datatype-guava 2.12.4

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1.707 html5lib 1.0.1

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1.708 e2fsprogs 1.42.9-19.el7_9.0atomix1

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
 *
- Unix SMB/CIFS implementation.
+    trivial database library - standalone version

-    trivial database library - private includes
-
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system utilities (e2fsck, mke2fs, etc.). The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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This is the Debian GNU/Linux prepackaged version of the static EXT2 
file system consistency checker (e2fsck.static). The EXT2 utilities 
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Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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This is the Debian GNU/Linux prepackaged version of the ss command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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

all:: image

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

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

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

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

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

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../*.$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of: tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Theodore Ts'o
23-June-2007

--------------------------------------------------------------------------------

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Gadi Oxman, August 1995

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1.710 json-c 0.11 4.el7_0

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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-
jar/io/netty/channel/socket/oio/OioServerSocketChannel.java

* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-
jar/io/netty/channel/group/package-info.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>
 */
For more information, please refer to the documentation of each subtype.

The context object

A `ChannelHandler` is provided with a `ChannelHandlerContext` object. A `ChannelHandler` is supposed to interact with the `ChannelPipeline` it belongs to via a context object. Using the context object, the `ChannelHandler` can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using `AttributeKey`s) which is specific to the handler.

State management

A `ChannelHandler` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {

    private boolean loggedIn;

    @Override
    public void channelRead0(ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }
}
```

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:
* // 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>;</n*         } else (message instanceof GetDataMessage) { 
*             if (o.getBoolean().equals(attr.get())) { 
*                 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 SHARED = new DataServerHandler();

@Override
public void initChannel(@link Channel} channel) {
    channel.pipeline().addLast("handler", SHARED);
}

The @Sharable annotation

In the example above which used an @link AttributeKey},
you might have noticed the @code @Sharable annotation.

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.

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.

This annotation is provided for documentation purpose, just like

Additional resources worth reading

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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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/group/ChannelGroupException.java
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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/ChannelProgressiveFutureListener.java
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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java

* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
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* /opt/ws_local/PERMITS_SQL/1072606596_1595016012.9/0/netty-transport-4-1-27-final-sources-1-jar/io/netty/channel/pool/ObjectPoolMap.java
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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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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

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

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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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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

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Assorted

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1.714 xml-apis-ext 1.3.04

1.714.1 Available under license:

xml-commons/java/external/README.dom.txt $Id: README.dom.txt 477038 2006-11-20 04:40:36Z mrglavas $

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The actual DOM Java Language Binding classes in xml-commons came from:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/java-binding.html

The specification of DOM Level 3's various parts is at:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

The specification of DOM Level 2's various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1's various parts is at:

Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
(both ElementTimeControl.java and TimeEvent.java were taken at revision 1.1)

The actual DOM Java Language Binding classes for SVG 1.1 came from:
http://www.w3.org/TR/SVG11/java.html

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Build-Jdk-Spec: 11
Bundle-Category: Utilities
Bundle-Description: A embedded mongodb ...
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Flapdoodle Embedded MongoDB
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Bundle-Version: 3.0.0
Created-By: Apache Maven Bundle Plugin
Export-Package: de.flapdoodle.embed.mongo;uses:="de.flapdoodle.embed.mongo,de.flapdoodle.embed.config,de.flapdoodle.embed.process.config,de.flapdoodle.embed.process.config.store,de.flapdoodle.embed.process.distribution,de.flapdoodle.embed.process.extract,de.flapdoodle.embed.process.runtime",version="3.0.0",de.flapdoodle.embed.mongo.config;uses:="de.flapdoodle.embed.mongo.config,de.flapdoodle.embed.config,de.flapdoodle.embed.c...
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1.717 asm 5.0.3

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/**
 * Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]
 * version.
 *
 * @param owner
 *     the owner's class name.
 * @param access
 *     the method's access flags (see [@link Opcodes]).
 * @param name
 *     the method's name.
 * @param desc

the method's descriptor (see [\link Type\ Type]).
* @param mv
* the method visitor to which this adapter delegates calls. May
* be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

Found in path(s):
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/**
* Creates a new [\link GeneratorAdapter\]. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the
* [\link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
* version.
*
* @param mv
* the method visitor to which this adapter delegates calls.
* @param access
* the method's access flags (see {@link Opcodes}).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see {@link Type Type}).
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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 */

/**
 * Creates a new JSRInliner. <i>Subclasses must not use this</i> constructor</i>. Instead, they must use the
 * [ @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])]
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 *
 * @param access
 * the method's access flags (see [ @link Opcode]). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 *
 * @param name
 * the method's name.
* @param desc
* the method's descriptor (see [Type]).
* @param signature
* the method's signature. May be <tt>null</tt>.
* @param exceptions
* the internal names of the method's exception classes (see
* {Type#getInternalName()}). May be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

Found in path(s):
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 */
/**
 * Constructs a new [LocalVariableAnnotationNode].<i>Subclasses must
* not use this constructor. Instead, they must use the
* \[ @link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String) \]
* version.

* \[@param typeRef
* a reference to the annotated type. See \[@link TypeReference\].
* \[@param typePath
* the path to the annotated type argument, wildcard bound, array
* element type, or static inner type within 'typeRef'. May be
* \(<tt>null</tt> if the annotation targets 'typeRef' as a whole.
* \[@param start
* the fist instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).
* \[@param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.
* \[@param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.
* \[@param desc
* the class descriptor of the annotation class.
*/

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jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java

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 */
/**
 * Constructs a new {@link Textifier}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #Textifier(int)}
 * version.
 *
 * @throws IllegalStateException
 *          If a subclass calls this constructor.
 */

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/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this constructor</i>. Instead, they must use the {@link #ClassNode(int)} version.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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 */

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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/Value.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Label.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Item.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
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* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/FieldWriter.java
* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Handle.java
* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/AdviceAdapter.java
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* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/NameMapping.java
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* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /opt/cola/permits/1135840046_1612613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/Printer.java
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A. HISTORY OF THE SOFTWARE

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

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

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

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

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cas-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities 
(CA). These were automatically extracted from Mozilla's root certificates 
file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore 
can be directly used with curl / libcurl / php_curl, or with 
an Apache+mod_ssl webserver for SSL client authentication. 
Just configure this file as the SSLCACertificateFile.#

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

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

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

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

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  jar/org/objectweb/asm/xml/SAXAdapter.java
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  jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-
  jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-
  jar/org/objectweb/asm/xml/SAXCodeAdapter.java
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*/
/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 * @param access
 * the method's access flags (see {link Opcodes}). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {link Type}).
 * @param signature
 * the method's signature. May be <tt>null</tt>.
 * @param exceptions
 * the internal names of the method's exception classes (see
 * {link Type#getInternalName()}). May be <tt>null</tt>.
 * @throws IllegalArgumentException
 * If a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-
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/**
 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [@link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [@link Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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/**
 * Constructs a new {@link Textifier}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #Textifier(int)}
 * version.
 *
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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*/
/**
  * Constructs a new { @link ClassNode }. <i>Subclasses must not use this
  * constructor</i>. Instead, they must use the { @link #ClassNode(int)}
  * version.
  *
  * @throws IllegalStateException
  *             If a subclass calls this constructor.
  */

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*/
/**
 * Constructs a new [@link LocalVariableAnnotationNode]. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * [@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)]
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See [@link TypeReference].
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * &lt;tt>null&lt;/tt&gt; if the annotation targets 'typeRef' as a whole.
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
 */

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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LdcInsnNode.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/Handle.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Frame.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Subroutine.java
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* */
/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
 * version.
 * 
 * @param owner
 *    the owner's class name.
 * @param access
 *    the method's access flags (see {@link Opcodes}).
 * @param name
 *    the method's name.
 * @param desc
 *    the method's descriptor (see {@link Type Type}).
 * @param mv
 *    the method visitor to which this adapter delegates calls. May
 *    be <tt>null</tt>.
 * @throws IllegalStateException
 *    If a subclass calls this constructor.
 */

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1.721 gdbm 1.10 8.el7

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1.724 protobuf-lite 3.0.1

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jar/com/google/protobuf/MapEntryLite.java

1.725 wtforms 3.0.0a1

1.725.1 Available under license:

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Metadata-Version: 2.1
Name: WTForms
Version: 3.0.0a1
Summary: Form validation and rendering for Python web development.
Home-page: https://wtforms.readthedocs.io/
Maintainer: WTForms
Maintainer-email: davidism@gmail.com
License: BSD-3-Clause
Project-URL: Documentation, https://wtforms.readthedocs.io/
WTForms is a flexible forms validation and rendering library for Python web development. It can work with whatever web framework and template engine you choose. It supports data validation, CSRF protection, internationalization (I18N), and more. There are various community libraries that provide closer integration with popular frameworks.

Installation
------------

Install and update using pip:

```
.. code-block:: text

    pip install -U WTForms
```

Third-Party Library Integrations
--------------------------------

WTForms is designed to work with any web framework and template engine. There are a number of community-provided libraries that make integrating with frameworks even better.

- `Flask-WTF` integrates with the Flask framework. It can automatically load data from the request, uses Flask-Babel to translate based on user-selected locale, provides full-application CSRF, and more.
- `WTForms-Alchemy` provides rich support for generating forms from SQLAlchemy models, including an expanded set of fields and validators.
- `WTForms-SQLAlchemy` provides ORM-backed fields and form generation from SQLAlchemy models.
- `WTForms-AppEngine` provides ORM-backed fields and form generation from AppEnding db/ndb schema.
- `WTForms-Django` provides ORM-backed fields and form generation from Django models, as well as integration with Django's I18N support.
- `Starlette-WTF` integrates with Starlette and the FastAPI framework, based on the features of Flask-WTF.

.. _Flask-WTF: https://flask-wtf.readthedocs.io/
.. _WTForms-Alchemy: https://wtforms-chemy.readthedocs.io/
Links
-----

- Documentation: https://wtforms.readthedocs.io/
- Releases: https://pypi.org/project/WTForms/
- Code: https://github.com/wtforms/wtforms
- Issue tracker: https://github.com/wtforms/wtforms/issues
- Discord Chat: https://discord.gg/F65P7Z9

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Classifier: Topic :: Internet :: WWW/HTTP :: Dynamic Content
Requires-Python: >=3.6
Description-Content-Type: text/x-rst
Provides-Extra: email

Found in path(s):
* /opt/cola/permits/1198485271_1631052575.29/0/wtforms-3-0-0a1-tar-gz/WTForms-3.0.0a1/src/WTForms.egg-info/PKG-INFO
* /opt/cola/permits/1198485271_1631052575.29/0/wtforms-3-0-0a1-tar-gz/WTForms-3.0.0a1/PKG-INFO

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* /opt/cola/permits/1198485271_1631052575.29/0/wtforms-3-0-0a1-tar-gz/WTForms-3.0.0a1/src/wtforms/locale/sv/LC_MESSAGES/wtforms.po
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* /opt/cola/permits/1198485271_1631052575.29/0/wtforms-3-0-0a1-tar-gz/WTForms-3.0.0a1/src/wtforms/locale/fi/LC_MESSAGES/wtforms.po

---

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[metadata]
name = WTForms
version = 3.0.0.a1
url = https://wtforms.readthedocs.io/
project_urls =
  Documentation = https://wtforms.readthedocs.io/
  Code = https://github.com/wtforms/wtforms
  Issue Tracker = https://github.com/wtforms/wtforms/issues
license = BSD-3-Clause
license_files = LICENSE.rst
maintainer = WTForms
maintainer_email = davidism@gmail.com
description = Form validation and rendering for Python web development.
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
  Development Status :: 5 - Production/Stable
  Environment :: Web Environment
  Intended Audience :: Developers
  License :: OSI Approved :: BSD License
  Operating System :: OS Independent
  Programming Language :: Python
  Topic :: Internet :: WWW/HTTP :: Dynamic Content

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6
setup_requires = Babel >= 2.6.0
install_requires = MarkupSafe

[options.packages.find]
where = src

[options.extras_require]
email = email_validator

[extract_messages]
copyright_holder = WTForms Team
input_paths = src/wtforms
output_file = src/wtforms/locale/wtforms.pot

[init_catalog]
input_file = src/wtforms/locale/wtforms.pot
output_dir = src/wtforms/locale/
domain = wtforms

[update_catalog]
input_file = src/wtforms/locale/wtforms.pot
output_dir = src/wtforms/locale/
domain = wtforms
update-header-comment = true
no-fuzzy-matching = true
ignore-obsolete = true

[compile_catalog]
directory = src/wtforms/locale/
domain = wtforms
statistics = true

[tool:pytest]
testpaths = tests
filterwarnings =
error

[coverage:run]
branch = true
source =
wtforms

[coverage:paths]
source =
src
.tox/*/site-packages

[coverage:report]
exclude_lines =
pragma: no cover
except ImportError:

[flake8]
select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
**/__init__.py: F401, F403
[egg_info]
tag_build =
tag_date = 0

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1.726 panicwrap 1.0.0

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1.727 libpciaccess 0.14 1.el7

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1.729 go-cty 1.1.0
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1.730 t-digest 3.2
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1091220915_1600449900.56/0/t-digest-3-2-sources-1-
1.731 html5lib 1.1

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1.732 webencodings 0.5.1

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* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/x_user_defined.py
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/tests.py
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* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/__init__.py

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from setuptools import setup, find_packages
import io
import re

VERSION = re.search("VERSION = '([^']*)'", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'), encoding='utf-8'"
`.read().strip().group(1)

LONG_DESCRIPTION = io.open(
    path.join(path.dirname(__file__), 'README.rst'),
    encoding='utf-8'
).read()

setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
    license='BSD',
    author='Simon Sapin',
    author_email='simon.sapin@exyr.org',
    maintainer='Geoffrey Sneddon',
    maintainer_email='me@gsnedders.com',
    description='Character encoding aliases for legacy web content',
    long_description=LONG_DESCRIPTION,
    classifiers=[],
    'Development Status :: 4 - Beta',
    'Intended Audience :: Developers',
    'License :: OSI Approved :: BSD License',
    'Programming Language :: Python',
    'Programming Language :: Python :: 2',
    'Programming Language :: Python :: 2.6',
    'Programming Language :: Python :: 2.7',
    'Programming Language :: Python :: 3',
    'Programming Language :: Python :: 3.3',
    'Programming Language :: Python :: 3.4',
    'Programming Language :: Python :: 3.5',
    'Programming Language :: Python :: 3.6',
    'Programming Language :: Python :: Implementation :: CPython',
    'Programming Language :: Python :: Implementation :: PyPy',
    'Topic :: Internet :: WWW/HTTP',
),
    packages=find_packages(),
)

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/setup.py
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---

webencodings.mklabels
~~~~~~~~~~~~~~~~~
Regenerate the webencodings.labels module.

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```python
import json
try:
    from urllib import urlopen
except ImportError:
    from urllib.request import urlopen

def assert_lower(string):
    assert string == string.lower()
    return string

def generate(url):
    parts = ['
    ```
    "webencodings.labels"
    ~~~~~~~~~~~~~~~~~~~
    ```
    # XXX Do not edit!
    # This file is automatically generated by mklabels.py
    
    LABELS = {
        ''
        }
    labels = [
        (repr(assert_lower(label)).lstrip('u'),
         repr(encoding['name']).lstrip('u'))
        for category in json.loads(urlopen(url).read().decode('ascii'))
        for encoding in category['encodings']
        for label in encoding['labels']
    ]
    max_len = max(len(label) for label, name in labels)
    parts.extend(
        '    %s:%s %s,
' % (label, ' ' * (max_len - len(label)), name)
        for label, name in labels)
```
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```
parts.append('}
return ".join(parts)

if __name__ == '__main__':
    print(generate('http://encoding.spec.whatwg.org/encodings.json'))

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-
0.5.1/webencodings/mklabels.py
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Metadata-Version: 1.1
Name: webencodings
Version: 0.5.1
Summary: Character encoding aliases for legacy web content
Home-page: https://github.com/SimonSapin/python-webencodings
Author: Geoffrey Sneddon
Author-email: me@gsnedders.com
License: BSD
Description: python-webencodings

This is a Python implementation of the `WHATWG Encoding standard
<http://encoding.spec.whatwg.org/>`_.

* Latest documentation: http://packages.python.org/webencodings/
* Source code and issue tracker:
  https://github.com/gsnedders/python-webencodings
* PyPI releases: http://pypi.python.org/pypi/webencodings
* License: BSD
* Python 2.6+ and 3.3+

In order to be compatible with legacy web content
when interpreting something like ``Content-Type: text/html; charset=latin1``,
tools need to use a particular set of aliases for encoding labels
as well as some overriding rules.
For example, ``US-ASCII`` and ``iso-8859-1`` on the web are actually
aliases for ``windows-1252``, and an UTF-8 or UTF-16 BOM takes precedence
over any other encoding declaration.
The Encoding standard defines all such details so that implementations do
not have to reverse-engineer each other.

This module has encoding labels and BOM detection,
but the actual implementation for encoders and decoders is Pythons.

Platform: UNKNOWN
Classifier: Development Status :: 4 - Beta
This is a Python implementation of the `WHATWG Encoding standard`_.

* Latest documentation: http://packages.python.org/webencodings/
* Source code and issue tracker: https://github.com/gsnedders/python-webencodings
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* Python 2.6+ and 3.3+

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but the actual implementation for encoders and decoders is Pythons.

.. _`WHATWG Encoding standard`: http://encoding.spec.whatwg.org/
1.733 viper 1.6.2
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/SimpleOptionNameMap.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/OptionSpec.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/util/InetAddressConverter.java
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/IllegalOptionSpecificationException.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/Messages.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/OptionParser.java
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/ReflectionException.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/ConstructorInvokingValueConverter.java
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/OptionNameMap.java
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/OptionalArgumentOptionSpec.java
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* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/AbbreviationMap.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/internal/Rows.java
* /opt/cola/permits/1000760427_1646171560.45/0/jopt-simple-5-0-3-sources-jar/joptsimple/MultipleArgumentsForOptionException.java
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1.752 gax-go 2.0.5

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  jar/io/netty/handler/codec/rtsp/RtspHeaderValues.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/spdy/SpdyHeaderBlockDecoder.java
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  jar/io/netty/handler/codec/rtsp/RtspHeaderNames.java
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  jar/io/netty/handler/codec/http/HttpHeaderNames.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/HttpChunkedInput.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/ServerCookieEncoder.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionData.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/rtsp/RtspHeaderNames.java
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  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionUtil.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateEncoder.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateClientExtensionHandshaker.j
  ava
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerFrameDeflateEncoder.java
* /opt/ws_local/PERMITS_SQL/1072608390_1595015982.13/0/netty-codec-http-4-1-27-final-sources-
  jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandler.java
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  jar/io/netty/handler/codec/http/websocketx/Utf8FrameValidator.java
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jar/io/netty/handler/codec/http/websocketx/extensions/WebSocketClientExtensionHandshaker.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/PropertyPathFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/ManagedProperties.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/NullBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/PropertyAccessorUtils.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/RuntimeBeanNameReference.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/ConfigurableListableBeanFactory.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/PatternEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/CharacterEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/MethodInvokingBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/ConfigurablePropertyAccessor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/wiring/BeanWiringInfo.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/ListFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/ServiceLocatorFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/support/BeanDefinitionReader.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/ProviderCreatingFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/support/MethodOverride.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/support/DeprecatedBeanWarner.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/annotation/CustomAutowireConfigurer.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/BeanClassLoaderAware.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/propertyeditors/ByteArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/EmbeddedValueResolver.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/ImportDefinition.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/BeanMetadataAttribute.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/ConfigurableApplicationContext.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/BeanExpressionResolver.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/config/MethodOverride.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/xml/XmlReaderContext.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/ByteArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/CharArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/CharArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/CharArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/CharArrayPropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources.jar/org/springframework/beans/factory/propertyeditors/CharArrayPropertyEditor.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/ClassArrayEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/ChildBeanDefinition.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/ListableBeanFactoryExtensions.kt
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/PropertiesFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/PropertiesEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/BeansException.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/PropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/xml/DocumentDefaultsDefinition.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/BeanDefinitionHolder.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/xml/AbstractSingleBeanDefinitionParser.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/SetFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/BeanMetadataAttributeAccessor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/parsing/Location.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/ChildBeanDefinition.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/ListableBeanFactoryExtensions.kt
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/PropertiesFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/PropertiesEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/support/BeansException.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/PropertiesFactoryBean.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/propertyeditors/PropertyEditor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/xml/DocumentDefaultsDefinition.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/config/BeanDefinitionHolder.java
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* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/BeanMetadataAttributeAccessor.java
* /opt/cola/permits/1182802071_1627053533.89/0/spring-beans-5-3-9-sources-jar/org/springframework/beans/factory/parsing/Location.java
1.766 spring-security-core 5.5.1

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*/
/**
 * Proprietary method to evaluate EL expressions.
 * XXX - This method should go away once the EL interpreter moves
 * out of JSTL and into its own project. For now, this is necessary
 * because the standard machinery is too slow.
 *
 * @param expression The expression to be evaluated
 * @param expectedType The expected resulting type
 * @param pageContext The page context
 * @param functionMap Maps prefix and name to Method
 * @return The result of the evaluation
 */

Found in path(s):
* /opt/cola/permits/1003295005_1615417881.44/0/runtime-zip/runtime/PageContextImpl.java

1.773 swagger 1.5.20

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1.774 junit-jupiter 3.9.0

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1.781 pygments 2.11.2

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' PORTNAME' Name.Variable
' = ' Operator
' "python25" Text
' "n" Text

' PORTVERSION' Name.Variable
' = ' Operator
' "2.5.1" Text
' "n" Text

' CATEGORIES' Name.Variable
' = ' Operator
' "lang" Text
' "python" Text
' " " Text
'ipv6'  Text
'\n'  Text

'MASTER_SITES' Name.Variable
'='  Operator
'\t'  Text
'${'  Literal.String.Interpol
'PYTHON_MASTER_SITES' Name.Variable
'}'  Literal.String.Interpol
'
'  Text

'MASTER_SITE_SUBDIR' Name.Variable
'='  Operator
'\t'  Text
'${'  Literal.String.Interpol
'PYTHON_MASTER_SITE_SUBDIR' Name.Variable
'}'  Literal.String.Interpol
'
'  Text

'DISTFILES'  Name.Variable
'='  Operator
'\t'  Text
'${'  Literal.String.Interpol
'PYTHON_DISTFILE' Name.Variable
'}'  Literal.String.Interpol
'
'  Text

'MAINTAINER'  Name.Variable
'='  Operator
'\t'  Text
'python@FreeBSD.org' Text
'
'  Text

'COMMENT'  Name.Variable
'?=?'  Operator
'\t'  Text
'An'  Text
' '  Text
'interpreted' Text
' '  Text
'object-oriented' Text
' '  Text
'programming' Text
' '  Text
'language' Text
'
'  Text
'"' Text
'./configure' Text
"'' Text
'# must be relative' Comment.Single

'CONFIGURE_ENV' Name.Variable
'=' Operator
't' Text
'OPT' Name.Variable
'=' Operator
'"'' Literal.String.Double
'${' Literal.String.Interpol
'CFLAGS' Name.Variable
'}' Literal.String.Interpol
'"'' Literal.String.Double
'"' Text
'SVNVERSION' Name.Variable
'=' Operator
'"'' echo freebsd"' Literal.String.Double
'\n' Text

'MAKE_ENV' Name.Variable
'=' Operator
't' Text
'VPATH' Name.Variable
'=' Operator
'"'' Literal.String.Double
'${' Literal.String.Interpol
'PYTHON_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'"'' Literal.String.Double
'\n' Text

'INSTALLS_SHLIB' Name.Variable
'=' Operator
't' Text
'yes' Text
'\n' Text

'INSTALL_TARGET' Name.Variable
'=' Operator
't' Text
'altinstall' Text
'\n' Text

'MAN1' Name.Variable
'=' Operator
'ttt' Text
USE_PYTHON = yes

PYTHON_VERSION = python2.5

PYTHON_NO_DEPENDS = yes

SHARED_WRKSRC = ${PYTHON_WRKSRC}/portbld.shared

PLIST = ${WRKDIR}/PLIST

PLIST_TEMPLATE =

PLIST = ${WRKDIR}/PLIST

PLIST_TEMPLATE =
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'${'          Literal.String.Interpol
'PKGDIR'      Name.Variable
'}'           Literal.String.Interpol
'/pkg-plist'  Text
'n'          Text

'PLIST_SUB'   Name.Variable
'='           Operator
't'          Text
'PYVER'      Name.Variable
'='           Operator
'${'          Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'}'           Punctuation
'S'          Name.Variable
'/python//'   Punctuation
'PYVER_WITHPAT' Name.Variable
'='           Operator
'${'          Literal.String.Interpol
'PORTVERSION' Name.Variable
'}'           Punctuation
'S'          Name.Variable
'/c/c/'       Punctuation
'\n'          Literal.String.Escape

'dt'          Text
'PYVER_WITHPAT' Name.Variable
'='           Operator
'${'          Literal.String.Interpol
'DEMODIR'    Name.Variable
'='           Operator
't'          Text
'${'          Literal.String.Interpol
'PREFIX'     Name.Variable
'}'           Literal.String.Interpol
'/share/examples/' Text
'${'          Literal.String.Interpol
'TOOLSDIR'   Name.Variable
'}'           Literal.String.Interpol
'n'          Text

'TOOLSDIR'   Name.Variable
'='           Operator
't'          Text
'${'          Literal.String.Interpol
'PREFIX'     Name.Variable
'}'           Literal.String.Interpol
'THREADS'  Text
''  Text
"Enable thread support"  Literal.String.Double
''  Text
'on'  Text
''  Text
'\n'  Literal.String.Escape

'\n'  Text
'HUGE_STACK_SIZE'  Text
''  Text
"Use a larger thread stack"  Literal.String.Double
''  Text
'off'  Text
''  Text
'\n'  Literal.String.Escape

'\n'  Text
'UCS4'  Text
''  Text
"Use UCS4 for unicode support"  Literal.String.Double
''  Text
'on'  Text
''  Text
'\n'  Literal.String.Escape

'\n'  Text
'PYMALLOC'  Text
''  Text
"Use python's internal malloc"  Literal.String.Double
''  Text
'on'  Text
''  Text
'\n'  Literal.String.Escape

'\n'  Text
'IPV6'  Text
''  Text
"Enable IPv6 support"  Literal.String.Double
''  Text
'on'  Text
''  Text
'\n'  Literal.String.Escape

'\n'  Text
'FPECTL'  Text
''  Text
"Enable floating point exception handling"  Literal.String.Double
`-D__wchar_t` Text

`=' Operator

`wchar_t` Text

`'un'` Text

`'un'` Text

`.if !defined(WITHOUT_THREADS)

`'CONFIGURE_ARGS' Name.Variable

`'+='` Operator

`'t'` Text

`'-with-threads'` Text

`'un'` Text

`'CFLAGS'` Name.Variable

`'+='` Operator

`'t\t'` Text

`'${' Literal.String.Interpol

`'PTHREAD_CFLAGS'` Name.Variable

`'}'` Literal.String.Interpol

`'un'` Text

`.if defined(WITHOUT_HUGE_STACK_SIZE)

`'CFLAGS'` Name.Variable

`'+='` Operator

`'t\t'` Text

`'-DTHREAD_STACK_SIZE'` Text

`'='` Operator

`'0x20000'` Text

`'un'` Text

`.else\n` Comment.Pproc

`'CFLAGS'` Name.Variable

`'+='` Operator

`'t\t'` Text

`'-DTHREAD_STACK_SIZE'` Text

`'='` Operator

`'0x100000'` Text

`'un'` Text

`.endif # defined(WITHOUT_HUGE_STACK_SIZE)` Comment.Pproc

`'CONFIGURE_ENV' Name.Variable

`'+='` Operator

`'t\t'` Text
'LDFLAGS' Name.Variable
'='  Operator
'"'  Literal.String.Double
'$\{'  Literal.String.Interpol
'PTHREAD_LIBS' Name.Variable
'\}'  Literal.String.Interpol
'\''  Literal.String.Double
'LDFLAGS' Name.Variable
'\}'  Literal.String.Interpol
'\''  Literal.String.Double
'\n'  Text

'.else\n'  Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'\+='  Operator
'\t'  Text
'--without-threads' Text
'\n'  Text

'.if defined(LDFLAGS)\n'  Comment.Preproc

'CONFIGURE_ENV' Name.Variable
'\+='  Operator
'\tt\t'  Text
'LDFLAGS' Name.Variable
'='  Operator
'"'  Literal.String.Double
'$\{'  Literal.String.Interpol
'LDFLAGS' Name.Variable
'\}'  Literal.String.Interpol
'\''  Literal.String.Double
'\n'  Text

'.endif # defined(LDFLAGS)\n'  Comment.Preproc

'.endif # !defined(WITHOUT_THREADS)\n'  Comment.Preproc

'\n'  Text

'.if !defined(WITHOUT_UCS4) && !defined(WITH_UCS2)\n'  Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'\+='  Operator
'\t'  Text
'--enable-unicode' Text
'='  Operator
'ucs4'   Text
'\n'   Text
'.endif' Comment.Preproc
'\n'   Text
'.if defined(WITHOUT_PYMALLOC)\n' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'+' Operator
'--without-pymalloc' Text
'\n'   Text
'.endif' Comment.Preproc
'\n'   Text
'.if ${ARCH} == i386\n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'X86_ONLY' Name.Variable
'=' Operator
'"" Literal.String.Double
'\n' Text
'.else\n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'X86_ONLY' Name.Variable
'=' Operator
'""@comment "" Literal.String.Double
'\n' Text
'.endif' Comment.Preproc

'.if ${ARCH} == amd64 || ${ARCH} == ia64 || ${ARCH} == sparc64 || ${ARCH} == alpha\n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+' Operator
'\t' Text
'32BIT_ONLY' Name.Variable
'=' Operator
"""@comment """ Literal.String.Double
'\n'      Text

'.else' Comment.Preproc

'PLIST_SUB' Name.Variable
'+'      Operator
  '      Text
'32BIT_ONLY' Name.Variable
'='      Operator
  '"'    Literal.String.Double
'\n'      Text

'.endif' Comment.Preproc

'.if ${ARCH} == sparc64' Comment.Preproc

'CFLAGS' Name.Variable
'+'      Operator
  '      Text
'`DPYTHON_DEFAULT_RECURSION_LIMIT`' Text
'='      Operator
'900'    Literal.Number
'\n'      Text

'.endif' Comment.Preproc

'\n'      Text

'.if !exists(/usr/bin/ypcat) # the world with NO_NIS\n' Comment.Preproc

'PLIST_SUB' Name.Variable
'+'      Operator
  '      Text
'NO_NIS'  Name.Variable
'='      Operator
  '"'    Literal.String.Double
'\n'      Text

'.else' Comment.Preproc

'PLIST_SUB' Name.Variable
'+'      Operator
  '      Text
'NO_NIS'  Name.Variable
'='      Operator
  '"'    Literal.String.Double
'\n'      Text

'.else' Comment.Preproc

'PLIST_SUB' Name.Variable
'+'      Operator
  '      Text
'NO_NIS'  Name.Variable
'='      Operator
  '"'    Literal.String.Double
'\n'      Text
'.endif

'\n'    Text

'.if !defined(WITHOUT_IPV6)\n' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'\+=' Operator
''    Text
'--enable-ipv6' Text
'\n'    Text

'.else\n'    Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'\+=' Operator
''    Text
'--disable-ipv6' Text
'\n'    Text

'.endif\n'    Comment.Preproc

'\n'    Text

'.if defined(WITH_FPECTL)\n' Comment.Preproc

'CONFIGURE_ARGS' Name.Variable
'\+=' Operator
''    Text
'--with-fpectl' Text
'\n'    Text

'.endif\n'    Comment.Preproc

'\n'    Text

'.if ${OSVERSION} >= 700000\n' Comment.Preproc

'PLATFORMS'   Name.Variable
'='           Operator
'plat-freebsd4' Text
' '           Text
'plat-freebsd5' Text
' '           Text
'plat-freebsd6' Text
'\n'    Text
'elif ${OSVERSION} >= 600000'

'PLATFORMS' Name.Variable
'=' Operator
'plat-freebsd4' Text
' ' Text
'plat-freebsd5' Text
' ' Text
'plat-freebsd7' Text
'un' Text

'else

'PLATFORMS' Name.Variable
'=' Operator
'plat-freebsd4' Text
' ' Text
'plat-freebsd6' Text
' ' Text
'plat-freebsd7' Text
'un' Text

'endif

'un'

'pre-patch' Name.Function
':' Operator
'un' Text

't'

'${' Literal.String.Interpol
'MKDIR' Name.Variable
'}' Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'WRKSRC' Name.Variable
'}' Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'SHARED_WRKSRC' Name.Variable
'}' Literal.String.Interpol
'Modules' Text
'un't Text
'${' Literal.String.Interpol
'SED' Name.Variable
'}' Literal.String.Interpol
' ' Text
"\ttt"  Text
"${'Literal.String.Interpol
'PATCH_WRK_SRC' Name.Variable
'}'  Literal.String.Interpol
'/Lib/site.py' Text
"un\ttt"  Text
"${'Literal.String.Interpol
'REPLACE_CMD' Name.Variable
'}'  Literal.String.Interpol
'-e'  Text
"'-'  Text
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"^s|\(..ASDLGEN.*\)$$|\${TRUE}|g"  Literal.String.Single
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"$\ttt(!..ASDLGEN."\${TRUE}|g"  Literal.String.Single
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"/Makefile.pre.in' Text
"un\ttt"  Text
"$\ttt(!..ASDLGEN."\{'-e'  Text
"'-'  Text
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"^s|\W..INSTALL_SCRIPT.*\)python-config$#port \1|"  Literal.String.Single
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"$\ttt(!..ASDLGEN."\{'-e'  Text
"'-'  Text
"'-'  Text
"\n"  Literal.String.Escape

"\ttt"  Text
"$\ttt(!..ASDLGEN."\{'-e'  Text
"'-'  Text
"'-'  Text
"\n"  Literal.String.Escape
```
'\n'   Text
'\n'   Text
'\n'   Text
"s|^#!.*|#!$\{PREFIX\}/bin/$\{PYTHON_VERSION\}|^" Literal.String.Single
'\n'   Text
'\n'   Literal.String.Escape

'\n'   Text
'\n'   Literal.String.Interpol
'PATCH_WRKSRC' Name.Variable
'\n'   Literal.String.Interpol
'Misc/python-config.in' Text
'\n'   Text
'\n'   Text
'\n'   Literal.String.Interpol
'WRKDIR' Name.Variable
'\n'   Literal.String.Interpol
'\n'   Text
'\n'   Text
'\n'   Text
'\n'   Literal.String.Interpol
'\n'   Literal.String.Interpol
'SED' Name.Variable
'\n'   Literal.String.Interpol
'\n'   Text
'\n'   Text
'\n'   Literal.String.Interpol
'WRKDIR' Name.Variable
'\n'   Literal.String.Interpol
'\n'   Text
'\n'   Text
'\n'   Literal.String.Interpol
'WRKDIR' Name.Variable
'\n'   Literal.String.Interpol
'\n'   Text
'\n'   Literal.String.Interpol
'\n'   Literal.String.Interpol
'\n'   Text
```

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'.if defined(WITH_FPECTL) && ${ARCH} == i386

	${MKDIR} / Modules
	${ECHO} "fpectl fpectlmodule.c" >> ${WRKSRC}/Setup.dist

.endif

.post-configure

'"fpectl fpectlmodule.c"' Literal.String.Double

'"$${WRKSRC}/Setup.dist"' Literal.String.Double

'.if defined(WITH_FPECTL) && ${ARCH} == i386

	${MKDIR} / Modules
	${ECHO} "fpectl fpectlmodule.c" >> ${WRKSRC}/Setup.dist

.endif

.post-configure

'.if defined(WITH_FPECTL) && ${ARCH} == i386

	${MKDIR} / Modules
	${ECHO} "fpectl fpectlmodule.c" >> ${WRKSRC}/Setup.dist

.endif

.post-configure
'SHARED_WRKSRRC' Name.Variable
'} Literal.String.Interpol
'/Makefile' Text
'\n' Text

'pre-build' Name.Function
':' Operator
'\n' Text

'\t' Text
'cd' Name.Builtin
' ' Text
'${' Literal.String.Interpol
'SHARED_WRKSRRC' Name.Variable
'} Literal.String.Interpol
'.' Punctuation
' ' Text
'\n' Literal.String.Escape

'\t' Text
'${' Literal.String.Interpol
'SETENV' Name.Variable
'} Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'MAKE_ENV' Name.Variable
'} Literal.String.Interpol
' ' Text
'${' Literal.String.Interpol
'MAKE' Name.Variable
'} Literal.String.Interpol
' ' Text
'lib' Text
'${' Literal.String.Interpol
'PYTHON.Version' Name.Variable
'} Literal.String.Interpol
'.so' Text
' ' Text
'python' Text
'.' Punctuation
' ' Text
'\n' Literal.String.Escape

'\t' Text
'${' Literal.String.Interpol
'LN' Name.Variable
'} Literal.String.Interpol
' ' Text
-f  
'lib'
'$\{'
'PYTHON_VERSION' Name.Variable
'}'
'.so'
'lib'
'$\{'
'PYTHON_VERSION' Name.Variable
'}'
'.so.1'
'\n'
'

'pre-su-install' Name.Function
'.'  Operator
'\n'
'.for platform in ${PLATFORMS}\n' Comment.Preproc

'\t'
'$\{'
'PYTHON_VERSION' Name.Variable
'.'  Punctuation
'S'
'/'thon/thon-shared/' Punctuation
'}'
'\n\n'
'
'.for platform in ${PLATFORMS}\n' Comment.Preproc

'\t'
'$\{'
'MKDIR'  Name.Variable
'}'
'.for platform in ${PLATFORMS}\n' Comment.Preproc

'\t'
'$\{'
'PYTHONPREFIX_LIBDIR' Name.Variable
'}'
'\n\n'
'
'.for platform in ${PLATFORMS}\n' Comment.Preproc

'\t'
'$\{'
'PYTHONPREFIX_LIBDIR' Name.Variable
'}'
'\n\n'
for file in IN.py regen
	n	$INSTALL_DATA $WRKSRC/Lib/

pre-install:
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 7161

"@if openssl 0.9.8 is detected, _sha{256,512} module won't be installed\n" Comment

"\n\n"
-v
''
"lib-dynload/_sha"
''
'$'
'PLIST'
'}'
''
'>'
''
'$'
'PLIST'
'}'
'.tmp'
''
'&&'
''
'\n'

```
post-install
''
''
@# install config providers
''
''
''
'\t\t'

```

'\t\t'
'$'
'CAT'
'}'
''
'$'
'PLIST'
'}'
'.tmp'
''
'>'
''
'$'
'PLIST'
'}'
'>'
'\|
'\|
''
'$'
'TRUE'
'}'
'\n\n'

'post-install'
"@# shared version of executable and library\n" Comment

"@" Text
"$\'{ INSTALL_SCRIPT Name.Variable \
'} Literal.String.Interpol
' Literal.String.Interpol
"$\'{ WRKDIR Name.Variable \
'} Literal.String.Interpol
' Text
"$\'{ PYTHON_VERSION Name.Variable \
'} Literal.String.Interpol
'-config Text
' Literal.String.Interpol
"$\'{ INSTALL_SCRIPT Name.Variable \
'} Literal.String.Interpol
' Literal.String.Interpol
"$\'{ WRKDIR Name.Variable \
'} Literal.String.Interpol
' Text
"$\'{ PYTHON_VERSION Name.Variable \
'} Punctuation
'S Name.Variable
'/thon/thon-shared/' Punctuation
' Literal.String.Interpol
'-config Text
' Literal.String.Interpol
"$\'{ PREFIX Name.Variable \
'} Literal.String.Interpol
' Text
"$\'{ PREFIX Name.Variable \
'} Literal.String.Interpol
' Text

"@# shared version of executable and library\n" Comment


```
''

'${'

'SHARED_WRKSRC' Name.Variable

'}'

'/lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'/so.1'

'

'\n'

'/lib'

'cd'

'${'

'PREFIX' Name.Variable

'}'

'/lib'

';'

'${'

'LN' Name.Variable

'}'

'-sf'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'.so.1'

'

'\n'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'.so'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'.so'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

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'lib'

'${'

'PYTHON_VERSION' Name.Variable

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'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'

'lib'

'${'

'PYTHON_VERSION' Name.Variable

'}'

'

'\n'```
'LN' Name.Variable
'} Literal.String.Interpol
'' Text
'-sf' Text
'' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'} Literal.String.Interpol
'/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'} Literal.String.Interpol
'.so' Text
'' Text
'${' Literal.String.Interpol
'PYTHONPREFIX_LIBDIR' Name.Variable
'} Literal.String.Interpol
'/config' Text
'un' Text
'${' Literal.String.Interpol
'INSTALL_PROGRAM' Name.Variable
'} Literal.String.Interpol
'' Text
'\n' Literal.String.Escape

'' Text
'${' Literal.String.Interpol
'SHARED_WRKSRC' Name.Variable
'} Literal.String.Interpol
'/' Text
'${' Literal.String.Interpol
'PYTHON_VERSION' Name.Variable
'} Punctuation
'S' Name.Variable
'/thon/thon-shared/' Punctuation
'} Literal.String.Interpol
'' Text
'\n' Literal.String.Escape

'' Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'} Literal.String.Interpol
'/bin' Text
'\n' Text
'## additional files installing by ports\n' Comment
"\t" Text
'${' Literal.String.Interpol
'INSTALL_SCRIPT' Name.Variable
'}' Literal.String.Interpol
" " Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'/pydoc2.5' Text
" " Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'/idle2.5' Text
" " Text
'\n' Literal.String.Escape

"\t" Text
'${' Literal.String.Interpol
'WRKDIR' Name.Variable
'}' Literal.String.Interpol
'/smtpd2.5.py' Text
" " Text
'${' Literal.String.Interpol
'PREFIX' Name.Variable
'}' Literal.String.Interpol
'/bin' Text
'\n' Text
'@' Text
'${' Literal.String.Interpol
'Mkdir' Name.Variable
'}' Literal.String.Interpol
" " Text
'${' Literal.String.Interpol
'MANPREFIX' Name.Variable
'}' Literal.String.Interpol
'/man/man1' Text
'\n' Text
'${' Literal.String.Interpol
'INSTALL_MAN' Name.Variable
'}' Literal.String.Interpol
" " Text
'${' Literal.String.Interpol
'PYTHON_WRKSR' Name.Variable
'}' Literal.String.Interpol
'/Misc/python.man' Text
" " Text
'\n' Literal.String.Escape
.if ${PYTHON_VERSION} == ${PYTHON_DEFAULT_VERSION}
	for f in ${BIN_SCRIPTS}; do 
		TARGET=`${ECHO_CMD} $$f | ${SED} -E`; 
		n
.endif


```

'}'      Literal.String.Interpol
' '      Text
'${'      Literal.String.Interpol
'TOOLSDIR' Name.Variable
'{'      Literal.String.Interpol
'@cd'    Text
' '      Text
'${'      Literal.String.Interpol
'PYTHON_WRKSRC' Name.Variable
'{'      Literal.String.Interpol
' '      Punctuation
' '      Text
'${'      Literal.String.Interpol
'TAR'    Name.Variable
'{'      Literal.String.Interpol
' '      Text
'-'      Text
' '      Text
' '      Text
'Tools'  Text
' '      Text
'|'      Punctuation
' '      Text
'\n'      Literal.String.Escape

'\n'      Text
'|'      Operator
'cd'    Name.Builtin
' '      Text
'${'      Literal.String.Interpol
'TOOLSDIR' Name.Variable
'{'      Literal.String.Interpol
' '      Punctuation
' '      Text
'${'      Literal.String.Interpol
'TAR'    Name.Variable
'{'      Literal.String.Interpol
' '      Text
'-'      Text
' '      Text
'|'      Operator
'\n'      Text
'@'      Text
'${'      Literal.String.Interpol
'MKDIR'  Name.Variable
```
1.782 bitset 1.1.10

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1.784 exporter-prometheus 0.1.0

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## Our Pledge

In the interest of fostering an open and welcoming environment, we as contributors and maintainers pledge to making participation in our project and our community a harassment-free experience for everyone, regardless of age, body size, disability, ethnicity, sex characteristics, gender identity and expression, level of experience, education, socio-economic status, nationality, personal appearance, race, religion, or sexual identity and orientation.

## Our Standards

Examples of behavior that contributes to creating a positive environment include:

* Using welcoming and inclusive language
* Being respectful of differing viewpoints and experiences
* Gracefully accepting constructive criticism
* Focusing on what is best for the community
* Showing empathy towards other community members

Examples of unacceptable behavior by participants include:

* The use of sexualized language or imagery and unwelcome sexual attention or advances
* Trolling, insulting/derogatory comments, and personal or political attacks
* Public or private harassment
* Publishing others’ private information, such as a physical or electronic address, without explicit permission
* Other conduct which could reasonably be considered inappropriate in a professional setting

## Our Responsibilities

Project maintainers are responsible for clarifying the standards of acceptable behavior and are expected to take appropriate and fair corrective action in response to any instances of unacceptable behavior.

Project maintainers have the right and responsibility to remove, edit, or reject comments, commits, code, wiki edits, issues, and other contributions that are not aligned to this Code of Conduct, or to ban temporarily or permanently any contributor for other behaviors that they deem inappropriate, threatening, offensive, or harmful.

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.. _contrib:

=============
click-contrib
=============

As the userbase of Click grows, more and more major feature requests pop up in Click’s bugtracker. As reasonable as it may be for those features to be bundled with Click instead of being a standalone project, many of those requested features are either highly experimental or have unproven practical use, while potentially being a burden to maintain.

This is why click-contrib_ exists. The GitHub organization is a collection of possibly experimental third-party packages whose featureset does not belong into Click, but also a playground for major features that may be added to Click in the future. It is also meant to coordinate and concentrate effort on writing third-party extensions for Click, and to ease the effort of searching for such extensions. In that sense it could be described as a low-maintenance alternative to extension repositories of other frameworks.

Please note that the quality and stability of those packages may be different than what you expect from Click itself. While published under a common organization, they are still projects separate from Click.

.. _click-contrib: https://github.com/click-contrib/

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1.791 commons-compress 1.19

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1.794 jackson 2.12.1
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# Jackson JSON processor

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

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1.796 python-iniparse 0.4 9.el7

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A. HISTORY OF THE SOFTWARE

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

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

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

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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1.812 jetty-security 9.4.43.v20210629

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

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

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

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* java.sun.security.ssl

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http://openjdk.java.net/legal/gplv2+ce.html

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OW2

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

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Apache

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

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

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

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

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1.813 go-storage 1.5.0

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package compute_test

import (  
    "context"
    compute "cloud.google.com/go/compute/apiv1"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
)

func ExampleNewLicenseCodesRESTClient() {  
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {  
        // TODO: Handle error.
    }
    defer c.Close()

    // TODO: Use client.
func ExampleLicenseCodesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseCodeRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicenseCodesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicenseCodesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseCodeRequest{
        // TODO: Fill request struct fields.
        // See
        // https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseCodeRequ
        est.
    }
    resp, err := c.TestIamPermissions(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

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package compute

import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "net/http"
    "net/url"

gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
    httptransport "google.golang.org/api/transport/http"
    computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
)

var newLicenseCodesClientHook clientHook

// LicenseCodesCallOptions contains the retry settings for each method of LicenseCodesClient.
type LicenseCodesCallOptions struct {
    Get    []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicenseCodesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicenseCodesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Get(context.Context, *computepb.GetLicenseCodeRequest, ...gax.CallOption) (*computepb.LicenseCode, error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseCodeRequest, ...gax.CallOption)
}
(*computepb.TestPermissionsResponse, error)
}

// LicenseCodesClient is a client for interacting with Google Compute Engine API.  
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with  
// method calls.  
//  
// The LicenseCodes API.  
type LicenseCodesClient struct {  
  // The internal transport-dependent client.  
  internalClient internalLicenseCodesClient  
  // The call options for this service.  
  CallOptions *LicenseCodesCallOptions  
}

// Wrapper methods routed to the internal client.  

// Close closes the connection to the API service. The user should invoke this when  
// the client is no longer required.  
func (c *LicenseCodesClient) Close() error {  
  return c.internalClient.Close()  
}

// setGoogleClientInfo sets the name and version of the application in  
// the `x-goog-api-client` header passed on each request. Intended for  
// use by Google-written clients.  
func (c *LicenseCodesClient) setGoogleClientInfo(keyval ...string) {  
  c.internalClient.setGoogleClientInfo(keyval...)  
}

// Connection returns a connection to the API service.  
// Deprecated.  
func (c *LicenseCodesClient) Connection() *grpc.ClientConn {  
  return c.internalClient.Connection()  
}

// Get return a specified license code. License codes are mirrored across all projects that have permissions to read the  
// License Code. Caution This resource is intended for use only by third-party partners who are creating Cloud  
// Marketplace images.  
func (c *LicenseCodesClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts  
  ...gax.CallOption) (*computepb.LicenseCode, error) {  
  return c.internalClient.Get(ctx, req, opts...)  
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is  
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicenseCodesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with
// method calls.
type licenseCodesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // The x-goog-* metadata to be sent with each request.
    xGoogMetadata metadata.MD
}

// NewLicenseCodesRESTClient creates a new license codes rest client.
//
// The LicenseCodes API.
func NewLicenseCodesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicenseCodesClient, error) {
    clientOpts := append(defaultLicenseCodesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)  
    if err != nil {
        return nil, err
    }
    c := &licenseCodesRESTClient{
        endpoint:   endpoint,
        httpClient: httpClient,
    }
    c.setGoogleClientInfo()

    return &LicenseCodesClient{internalClient: c, CallOptions: &LicenseCodesCallOptions{}, nil}
}

func defaultLicenseCodesRESTClientOptions() []option.ClientOption {
    return []option.ClientOption{
        internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
        internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
        internaloption.WithDefaultAudience("https://compute.googleapis.com/"),
        internaloption.WithDefaultScopes(DefaultAuthScopes()...),
    }
}

// setGoogleClientInfo sets the name and version of the application in
func (c *licenseCodesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", versionGo()}, keyval...)
    kv = append(kv, "gapic", gVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

func (c *licenseCodesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    return nil
}

func (c *licenseCodesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

func (c *licenseCodesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseCodeRequest, opts ...gax.CallOption) (*computepb.LicenseCode, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unms := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.LicenseCode{ }
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error { return nil })
    if err != nil {
        return err
    }
    httpReq = httpReq.WithContext(ctx)
    httpReq.Header = headers
    httpRsp, err := c.httpClient.Do(httpReq)
    if err != nil {
        return err
    }
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
// intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
// *computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
(*computepb.TestPermissionsResponse, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)
    baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
    req.GetProject(), req.GetResource())

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.TestPermissionsResponse{
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        
        // TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is
        // intended for use only by third-party partners who are creating Cloud Marketplace images.
        func (c *licenseCodesRESTClient) TestIamPermissions(ctx context.Context, req
        // *computepb.TestIamPermissionsLicenseCodeRequest, opts ...gax.CallOption)
        (*computepb.TestPermissionsResponse, error) {
            m := protojson.MarshalOptions{AllowPartial: true}
            body := req.GetTestPermissionsRequestResource()
            jsonReq, err := m.Marshal(body)
            if err != nil {
                return nil, err
            }

            baseUrl, _ := url.Parse(c.endpoint)
            baseUrl.Path += fmt.Sprintf("/compute/v1/projects/%v/global/licenseCodes/%v/testIamPermissions",
            req.GetProject(), req.GetResource())

            // Build HTTP headers from client and context metadata.
            headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
            unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
            resp := &computepb.TestPermissionsResponse{
            e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
                if err != nil {
                    return err
                }
        
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  7309
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
    return err
}
defer httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil

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LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR
package compute_test

import (  
"context"
)

compute "cloud.google.com/go/compute/apiv1"  
"google.golang.org/api/iterator"  
computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"  
)

func ExampleNewLicensesRESTClient() {  
ctx := context.Background()  
c, err := compute.NewLicensesRESTClient(ctx)  
if err != nil {  
    // TODO: Handle error.  
    }  
    defer c.Close()  
    // TODO: Use client.  
    _ = c  
}

func ExampleLicensesClient_Delete() {  
ctx := context.Background()  

c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
defer c.Close()

req := &computepb.DeleteLicenseRequest{
    // TODO: Fill request struct fields.
    // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#DeleteLicenseRequest.
}
op, err := c.Delete(ctx, req)
if err != nil {
    // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
    // TODO: Handle error.
}

func ExampleLicensesClient_Get() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.GetLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetLicenseRequest.
    }
    resp, err := c.Get(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_GetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()
req := &computepb.GetIamPolicyLicenseRequest{  // TODO: Fill request struct fields.  // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#GetIamPolicyLicenseRequest.  }
resp, err := c.GetIamPolicy(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_= resp

func ExampleLicensesClient_Insert() {
    ctx := context.Background()
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
deferr c.Close()

req := &computepb.InsertLicenseRequest{  // TODO: Fill request struct fields.  // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#InsertLicenseRequest.  }
op, err := c.Insert(ctx, req)
if err != nil {
    // TODO: Handle error.
}

err = op.Wait(ctx)
if err != nil {
    // TODO: Handle error.
}
}

func ExampleLicensesClient_List() {
    ctx := context.Background()
c, err := compute.NewLicensesRESTClient(ctx)
if err != nil {
    // TODO: Handle error.
}
deferr c.Close()

req := &computepb.ListLicensesRequest{  // TODO: Fill request struct fields.  // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#ListLicensesRequest.  }
it := c.List(ctx, req)
for {
    resp, err := it.Next()
    if err == iterator.Done {
        break
    }
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_SetIamPolicy() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.SetIamPolicyLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#SetIamPolicyLicenseRequest.
    }
    resp, err := c.SetIamPolicy(ctx, req)
    if err != nil {
        // TODO: Handle error.
    }
    // TODO: Use resp.
    _ = resp
}

func ExampleLicensesClient_TestIamPermissions() {
    ctx := context.Background()
    c, err := compute.NewLicensesRESTClient(ctx)
    if err != nil {
        // TODO: Handle error.
    }
    defer c.Close()

    req := &computepb.TestIamPermissionsLicenseRequest{
        // TODO: Fill request struct fields.
        // See https://pkg.go.dev/google.golang.org/genproto/googleapis/cloud/compute/v1#TestIamPermissionsLicenseRequest.
    }
    resp, err := c.TestIamPermissions(ctx, req)
if err != nil {
    // TODO: Handle error.
}
// TODO: Use resp.
_ = resp

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// Code generated by protoc-gen-go_gapic. DO NOT EDIT.

package compute

import (
    "bytes"
    "context"
    "fmt"
    "io/ioutil"
    "math"
    "net/http"
    "net/url"

gax "github.com/googleapis/gax-go/v2"
    "google.golang.org/api/googleapi"
    "google.golang.org/api/iterator"
    "google.golang.org/api/option"
    "google.golang.org/api/option/internaloption"
httptransport "google.golang.org/api/transport/http"
computepb "google.golang.org/genproto/googleapis/cloud/compute/v1"
    "google.golang.org/grpc"
    "google.golang.org/grpc/metadata"
    "google.golang.org/protobuf/encoding/protojson"
    "google.golang.org/protobuf/proto"
)

var newLicensesClientHook clientHook
// LicensesCallOptions contains the retry settings for each method of LicensesClient.
type LicensesCallOptions struct {
    Delete          []gax.CallOption
    Get             []gax.CallOption
    GetIamPolicy    []gax.CallOption
    Insert          []gax.CallOption
    List            []gax.CallOption
    SetIamPolicy    []gax.CallOption
    TestIamPermissions []gax.CallOption
}

// internalLicensesClient is an interface that defines the methods available from Google Compute Engine API.
type internalLicensesClient interface {
    Close() error
    setGoogleClientInfo(...string)
    Connection() *grpc.ClientConn
    Delete(context.Context, *computepb.DeleteLicenseRequest, ...gax.CallOption) (*Operation, error)
    Get(context.Context, *computepb.GetLicenseRequest, ...gax.CallOption) (*computepb.License, error)
    GetIamPolicy(context.Context, *computepb.GetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy, error)
    Insert(context.Context, *computepb.InsertLicenseRequest, ...gax.CallOption) (*Operation, error)
    List(context.Context, *computepb.ListLicensesRequest, ...gax.CallOption) *LicenseIterator
    SetIamPolicy(context.Context, *computepb.SetIamPolicyLicenseRequest, ...gax.CallOption) (*computepb.Policy, error)
    TestIamPermissions(context.Context, *computepb.TestIamPermissionsLicenseRequest, ...gax.CallOption) (*computepb.TestPermissionsResponse, error)
}

// LicensesClient is a client for interacting with Google Compute Engine API. 
// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with 
// method calls.

// The Licenses API.
type LicensesClient struct {
    // The internal transport-dependent client.
    internalClient internalLicensesClient

    // The call options for this service.
    CallOptions *LicensesCallOptions
}

// Wrapper methods routed to the internal client.

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *LicensesClient) Close() error {
    return c.internalClient.Close()
}
// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *LicensesClient) setGoogleClientInfo(keyval ...string) {
  c.internalClient.setGoogleClientInfo(keyval...)
}

// Connection returns a connection to the API service.
// Deprecated.
func (c *LicensesClient) Connection() *grpc.ClientConn {
  return c.internalClient.Connection()
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *LicensesClient) Delete(ctx context.Context, req *computepb.DeleteLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
  return c.internalClient.Delete(ctx, req, opts...)
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *LicensesClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
  return c.internalClient.Get(ctx, req, opts...)
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
// Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
  return c.internalClient.GetIamPolicy(ctx, req, opts...)
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-
// party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
  return c.internalClient.Insert(ctx, req, opts...)
}

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that
// belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a
// list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-
// cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating
// Cloud Marketplace images.
func (c *LicensesClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...gax.CallOption) *LicenseIterator {
    return c.internalClient.List(ctx, req, opts...)
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest, opts ...gax.CallOption) (*computepb.Policy, error) {
    return c.internalClient.SetIamPolicy(ctx, req, opts...)
}

// TestIamPermissions returns permissions that a caller has on the specified resource. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *LicensesClient) TestIamPermissions(ctx context.Context, req *computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    return c.internalClient.TestIamPermissions(ctx, req, opts...)
}

// Methods, except Close, may be called concurrently. However, fields must not be modified concurrently with method calls.
type licensesRESTClient struct {
    // The http endpoint to connect to.
    endpoint string

    // The http client.
    httpClient *http.Client

    // operationClient is used to call the operation-specific management service.
    operationClient *GlobalOperationsClient

    // The x-goog-* metadata to be sent with each request.
    xGoogMetadata metadata.MD
}

// NewLicensesRESTClient creates a new licenses rest client.
//
// The Licenses API.
func NewLicensesRESTClient(ctx context.Context, opts ...option.ClientOption) (*LicensesClient, error) {
    clientOpts := append(defaultLicensesRESTClientOptions(), opts...)
    httpClient, endpoint, err := httptransport.NewClient(ctx, clientOpts...)
    if err != nil {
        return nil, err
    }

    c := &licensesRESTClient{
        endpoint: endpoint,
        httpClient: httpClient,
    }

    return &LicensesClient{
        internalClient: c,
    }, nil
}
httpClient: httpClient,
}
c.setGoogleClientInfo()

o := []option.ClientOption{
option.WithHTTPClient(httpClient),
option.WithEndpoint(endpoint),
}
opC, err := NewGlobalOperationsRESTClient(ctx, o...)
if err != nil {
    return nil, err
}
c.operationClient = opC

return &LicensesClient{internalClient: c, CallOptions: &LicensesCallOptions{}}, nil

func defaultLicensesRESTClientOptions() []option.ClientOption {
return []option.ClientOption{
    internaloption.WithDefaultEndpoint("https://compute.googleapis.com"),
    internaloption.WithDefaultMTLSEndpoint("https://compute.mtls.googleapis.com"),
    internaloption.WithDefaultAudience("https://compute.googleapis.com/")
}
}

// setGoogleClientInfo sets the name and version of the application in
// the `x-goog-api-client` header passed on each request. Intended for
// use by Google-written clients.
func (c *licensesRESTClient) setGoogleClientInfo(keyval ...string) {
    kv := append([]string{"gl-go", versionGo()}, keyval...)  
    kv = append(kv, "gapi", getVersionClient(), "gax", gax.Version, "rest", "UNKNOWN")
    c.xGoogMetadata = metadata.Pairs("x-goog-api-client", gax.XGoogHeader(kv...))
}

// Close closes the connection to the API service. The user should invoke this when
// the client is no longer required.
func (c *licensesRESTClient) Close() error {
    // Replace httpClient with nil to force cleanup.
    c.httpClient = nil
    if err := c.operationClient.Close(); err != nil {
        return err
    }
    return nil
}

// Connection returns a connection to the API service.
//
// Deprecated.
func (c *licensesRESTClient) Connection() *grpc.ClientConn {
    return nil
}

// Delete deletes the specified license. Caution This resource is intended for use only by third-party partners who are
// creating Cloud Marketplace images.
func (c *licensesRESTClient) Delete(ctx context.Context, req *compute.DeleteLicenseRequest, opts ...
gax.CallOption) (*Operation, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }
    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &compute.Operation{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers
        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpRsp.Body.Close()
        buf, err := ioutil.ReadAll(httpRsp.Body)
        if err != nil {
            return err
        }
        if err := unm.Unmarshal(buf, resp); err != nil {
            return maybeUnknownEnum(err)
        }
        return nil
    })
    if err != nil {
        return err
    }
    return resp
}
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmr := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.License{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers
        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpRsp.Body.Close()
        if err = googleapi.CheckResponse(httpRsp); err != nil {
            return err
        }
        buf, err := ioutil.ReadAll(httpRsp.Body)
        if err != nil {
            return err
        }
        e := unmr.Unmarshal(buf, resp)
        if e != nil {
            return nil, e
        }
        return nil, nil
    })
    return nil, e
}

// Get returns the specified License resource. Caution This resource is intended for use only by third-party partners
// who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Get(ctx context.Context, req *computepb.GetLicenseRequest, opts ...gax.CallOption) (*computepb.License, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unmr := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.License{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers
        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpRsp.Body.Close()
        if err = googleapi.CheckResponse(httpRsp); err != nil {
            return err
        }
        buf, err := ioutil.ReadAll(httpRsp.Body)
        if err != nil {
            return err
        }
        e := unmr.Unmarshal(buf, resp)
        if e != nil {
            return nil, e
        }
        return nil, nil
    })
    return nil, e
}
return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// GetIamPolicy gets the access control policy for a resource. May be empty if no such policy or resource exists.
Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) GetIamPolicy(ctx context.Context, req *computepb.GetIamPolicyLicenseRequest, 
opts ...gax.CallOption) (*computepb.Policy, error) {
    baseUrl, _ := url.Parse(c.endpoint)
    req.GetResource())

    params := url.Values{}
    if req != nil && req.OptionsRequestedPolicyVersion != nil {
    }

    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Policy{}
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        httpReq = httpReq.WithContext(ctx)
        httpReq.Header = headers
        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpRsp.Body.Close()
        httpResp := &http.Response{
            Header: httpResp.Header,
        }
        return unm.Unmarshal(httpResp, resp)
    }, settings)
    return resp, e
}
if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, e
}
return resp, nil
}

// Insert create a License resource in the specified project. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) Insert(ctx context.Context, req *computepb.InsertLicenseRequest, opts ...gax.CallOption) (*Operation, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetLicenseResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)

    params := url.Values{}
    if req != nil && req.RequestId != nil {
        params.Add("requestId", fmt.Sprintf("%v", req.GetRequestId()))
    }
    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.Operation{
        e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
if err != nil {
  return err
}
httpReq = httpReqWithContext(ctx)
httpReq.Header = headers

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
  return err
}
def httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
  return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
  return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
  return maybeUnknownEnum(err)
}
return nil,
}, opts...)
if e != nil {
  return nil, e
}

op := &Operation{
  &globalOperationsHandle{
    c: c.operationClient,
    proto: resp,
    project: req.GetProject(),
  },
}
return op, nil

// List retrieves the list of licenses available in the specified project. This method does not get any licenses that belong to other projects, including licenses attached to publicly-available images, like Debian 9. If you want to get a list of publicly-available licenses, use this method to make a request to the respective image project, such as debian-cloud or windows-cloud. Caution This resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) List(ctx context.Context, req *computepb.ListLicensesRequest, opts ...
gax.CallOption) *LicenseIterator {
  it := &LicenseIterator{
req = proto.Clone(req).(*computepb.ListLicensesRequest)
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
it.InternalFetch = func(pageSize int, pageToken string) ([]*computepb.License, string, error) {
    resp := &computepb.LicensesListResponse{}
    if pageToken !: = ""
        req.PageToken = proto.String(pageToken)
    }
    if pageSize > math.MaxInt32 {
        req.MaxResults = proto.Uint32(math.MaxInt32)
    } else if pageSize != 0 {
        req.MaxResults = proto.Uint32(uint32(pageSize))
    }
    baseUrl, _ := url.Parse(c.endpoint)
    params := url.Values()
    if req != nil && req.Filter != nil {
    }
    if req != nil && req.MaxResults != nil {
        params.Add("maxResults", fmt.Sprintf("%v", req.GetMaxResults()))
    }
    if req != nil && req.OrderBy != nil {
        params.Add("orderBy", fmt.Sprintf("%v", req.GetOrderBy()))
    }
    if req != nil && req.PageToken != nil {
    }
    if req != nil && req.ReturnPartialSuccess != nil {
    }
    baseUrl.RawQuery = params.Encode()

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
        if err != nil {
            return err
        }
        httpReq.Header = headers
        httpRsp, err := c.httpClient.Do(httpReq)
        if err != nil {
            return err
        }
        defer httpRsp.Body.Close()
if err = googleapi.CheckResponse(httpRsp); err != nil {
    return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
    return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
    return maybeUnknownEnum(err)
}

return nil
}, opts...)
if e != nil {
    return nil, "", e
}

it.Response = resp
return resp.GetItems(), resp.GetNextPageToken(), nil
}

fetch := func(pageSize int, pageToken string) (string, error) {
    items, nextPageToken, err := it.InternalFetch(pageSize, pageToken)
    if err != nil {
        return "", err
    }
    it.items = append(it.items, items...)
    return nextPageToken, nil
}

it.pageInfo, it.nextFunc = iterator.NewPageInfo(fetch, it.bufLen, it.takeBuf)
it.pageInfo.MaxSize = int(req.GetMaxResults())
it.pageInfo.Token = req.GetPageToken()
return it
}

// SetIamPolicy sets the access control policy on the specified resource. Replaces any existing policy. Caution This
resource is intended for use only by third-party partners who are creating Cloud Marketplace images.
func (c *licensesRESTClient) SetIamPolicy(ctx context.Context, req *computepb.SetIamPolicyLicenseRequest,
opts ...gax.CallOption) (*computepb.Policy, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetGlobalSetPolicyRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }
    reqBody, err := json.Marshal(body)
    if err != nil {
        return nil, err
    }
    return
baseUrl, _ := url.Parse(c.endpoint)
req.GetResource())

// Build HTTP headers from client and context metadata.
headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
resp := &computepb.Policy{}
e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
if err != nil {
return err
}
httpReq = httpReq.WithContext(ctx)
httpReq.Header = headers

httpRsp, err := c.httpClient.Do(httpReq)
if err != nil {
return nil
}
deferr httpRsp.Body.Close()

if err = googleapi.CheckResponse(httpRsp); err != nil {
return err
}

buf, err := ioutil.ReadAll(httpRsp.Body)
if err != nil {
return err
}

if err := unm.Unmarshal(buf, resp); err != nil {
return maybeUnknownEnum(err)
}

return nil

}, opts...)
*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.TestPermissionsResponse{
        e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
            if err != nil {
                return err
            }
            httpReq = httpReq.WithContext(ctx)
            httpReq.Header = headers
            httpRsp, err := c.httpClient.Do(httpReq)
            if err != nil {
                return err
            }
            defer httpRsp.Body.Close()

            if err = googleapi.CheckResponse(httpRsp); err != nil {
                return err
            }

            buf, err := ioutil.ReadAll(httpRsp.Body)
            if err != nil {
                return err
            }

            if err := unm.Unmarshal(buf, resp); err != nil {
                return maybeUnknownEnum(err)
            }

            return nil,
                }, opts...)
        if e != nil {
            return nil, e
        }
    }

    return nil,
}

*computepb.TestIamPermissionsLicenseRequest, opts ...gax.CallOption) (*computepb.TestPermissionsResponse, error) {
    m := protojson.MarshalOptions{AllowPartial: true}
    body := req.GetTestPermissionsRequestResource()
    jsonReq, err := m.Marshal(body)
    if err != nil {
        return nil, err
    }

    baseUrl, _ := url.Parse(c.endpoint)

    // Build HTTP headers from client and context metadata.
    headers := buildHeaders(ctx, c.xGoogMetadata, metadata.Pairs("Content-Type", "application/json"))
    unm := protojson.UnmarshalOptions{AllowPartial: true, DiscardUnknown: true}
    resp := &computepb.TestPermissionsResponse{
        e := gax.Invoke(ctx, func(ctx context.Context, settings gax.CallSettings) error {
            if err != nil {
                return err
            }
            httpReq = httpReq.WithContext(ctx)
            httpReq.Header = headers
            httpRsp, err := c.httpClient.Do(httpReq)
            if err != nil {
                return err
            }
            defer httpRsp.Body.Close()

            if err = googleapi.CheckResponse(httpRsp); err != nil {
                return err
            }

            buf, err := ioutil.ReadAll(httpRsp.Body)
            if err != nil {
                return err
            }

            if err := unm.Unmarshal(buf, resp); err != nil {
                return maybeUnknownEnum(err)
            }

            return nil,
                }, opts...)
        if e != nil {
            return nil, e
        }
    }

    return nil,
}
// LicenseIterator manages a stream of *computepb.License.
type LicenseIterator struct {
    items    []*computepb.License
    pageInfo *iterator.PageInfo
    nextFunc func() error

    // Response is the raw response for the current page.
    // It must be cast to the RPC response type.
    // Calling Next() or InternalFetch() updates this value.
    Response interface{

    // InternalFetch is for use by the Google Cloud Libraries only.
    // It is not part of the stable interface of this package.
    //
    // InternalFetch returns results from a single call to the underlying RPC.
    // The number of results is no greater than pageSize.
    // If there are no more results, nextPageToken is empty and err is nil.
    InternalFetch func(pageSize int, pageToken string) (results []*computepb.License, nextPageToken string, err error)
}

    // PageInfo supports pagination. See the google.golang.org/api/iterator package for details.
    func (it *LicenseIterator) PageInfo() *iterator.PageInfo {
        return it.pageInfo
    }

    // Next returns the next result. Its second return value is iterator.Done if there are no more
    // results. Once Next returns Done, all subsequent calls will return Done.
    func (it *LicenseIterator) Next() (*computepb.License, error) {
        var item *computepb.License
        if err := it.nextFunc(); err != nil {
            return item, err
        }
        item = it.items[0]
        it.items = it.items[1:]
        return item, nil
    }

    func (it *LicenseIterator) bufLen() int {
        return len(it.items)
    }

    func (it *LicenseIterator) takeBuf() interface{} {
        b := it.items
        it.items = nil
        return b
    }
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A. HISTORY OF THE SOFTWARE

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

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

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

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

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

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

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

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

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

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Certificate data from Mozilla as of: Thu Nov  3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
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lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
and the initial implementation of incremental propagation, including
the following new or changed files:

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

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* https://github.com/eclipse-ee4j/common-annotations-api

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1.826 jackson-xc 2.12.4

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Summary: You are probably looking for pyzmq.
Home-page: https://github.com/zeromq/pyzmq
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Description: PyZMQ provides Python bindings for libzmq.
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Jackson is a high-performance, Free/Open Source JSON processing library.
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1.860 fwd 1.0.0

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1.863 jackson-datatype-joda 2.12.4

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1.866 zlib 1.2.3

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   version 1.2.11, January 15th, 2017

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1.867 msgpack-python 0.5.6

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1.868 reflectasm 1.09

1.869 device-mapper-multipath 0.4.9-134.el7_9

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* /opt/ws_local/PERMITS_SQL/1091678470_1600568081.63/0/jackson-mapper-asl-1-8-8-sources-4-
  jar/org/codehaus/jackson/map/MappingJsonFactory.java

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1.881 urllib3 1.25.3

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# Contributions to the urllib3 project

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## Contributors

In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
* SSL fingerprint and alternative hostname verification
* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
* Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolo@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.
* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
* Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.
* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <cgit@crwilcox.com>
  * Improve contribution guide
  * Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

## 1.882 xom 1.2.5

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People

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Jonathan Knudsen &lt;jonathan@LearningPatterns.com&gt; - porting information and restrictions when using the lightweight library with the MIDP environment.

Markus Niedermann &lt;markus.niedermann@softwired-inc.com&gt; - porting information and restrictions when using the lightweight library with the MIDP environment.

Mike Benham &lt;moxie@thoughtcrime.org&gt; - detection and fixing of an incorrect weak key in the DES key generation support classes. Suggestions for simplifying DESedeParameter objects. Optimisations for the Blowfish engine and BufferedBlockCipher class.

Soren Hilmer &lt;hilmer@mail.tele.dk&gt; - initial implementation of netscape certificate request classes.

Uwe Guenther &lt;uwe@csc.de&gt; - detection and fixing of 3 incorrect semi-weak keys in the DES key generation support classes.

Markus Bradtke &lt;mab@informatik.uni-kiel.de&gt; - fixing of a logic error in the JDKKeyStore class.

Waclaw Sierek &lt;waclaw.sierek@tpg.pl&gt; - fix to setOddParity in the DESParameter class. Assistance with adding ordering to X.509 names for certificate generation, proper processing of byte strings in the ASN1 package, further simplifications and additional classes to improve pkcs7 support, bug fixes in CertPath API.

Ly-Na Phu &lt;lyna.phu@init-consulting.de&gt; - assistance in the addition of ISO 9796-1 padding.

Stefan K&ouml;pfell &lt;sk13@mail.inf.tu-dresden.de&gt; - making the jdk 1.1 version of the collections API available. For further details see the sourceforge.net projects/jcf/ link.

Carmen Bastiaans &lt;cbastian@microbits.com.au&gt; - fixing the improper null pointer problem in the setting of certificates in the PKCS12 key store.

Tomas Gustavsson &lt;tomas@primekey.se&gt; - initial implementation of the AuthorityInformationAccess, SubjectKeyIdentifier, AuthorityKeyIdentifier, CRLNumber, CRLReason, CertificatePolicies, V2TBSCertListGenerator, and X.509V2CRLGenerator classes in the ASN.1 library. Additions to GeneralName class, other bug fixes in the X.509 package. Initial implementation of the CertificationRequest classes. getRevocationReason() patch for OCSP. Patch to SemanticsInformation to prevent ClassCastException.

Eugen Kuleshov &lt;euxx@hotmail.com&gt; - optimisations for Blowfish, assistance with PKCS12/keytool interoperability.

Megan Woods &lt;meganwoods@sekurafile.com&gt; - initial implementation of ECIES.

Christian Geuer-Pollmann &lt;geuerp@apache.org&gt; - adding IV's to the AESWrap implementations. Initial implementation of DESedeWrap.

Michael M&amp;#252;hle &lt;Michael@mouling.de&gt; - contributing the initial CertPath implementation and compatibility classes, fixing provider bug in JDK 1.1 java.security.cert.CertificateFactory compatibility class.

Michael Mansell &lt;me@MichaelMansell.com&gt; - fixing the parsing of the empty DER set in the ASN.1 library.

Eike Recker &lt;eike.recker@gmx.de&gt; - fixing misspelling of provider reference for RSA/1 and
RSA/2.

Chris Southern &lt;CSouthern@baltimore.com&gt; - fixing misuse of specified provider in the PKCS10 certificate request class.

Sidney Markowitz &lt;sidney@sidney.com&gt; - fixing null pointed exception on unknown OID in X509Name class, initial implementation of the three AES engines.

Chris Kerr &lt;ckerr@filonet.ca&gt; - initial implementation of the cms, asn1.cms, and the mail/smime packages, assistance in simplifying the ASN.1 package, miscellaneous other optimisations, NIST CertPath certification test, PKIXPolicyNode class, CertPath subtree validation and policy tree construction. We also wish to acknowledge the generosity of Filonet Corporation for allowing Chris to make the initial cms and mail/smime packages available to us.

Mike Bean &lt;mbean@lucentradius.com&gt; - fixing the fall through bug in the IV algorithm parameters class.

Martin Petrascheck &lt;m@9526225@student.tuwien.ac.at&gt; - fixing ASN1 tagging so tag values up to 30 are now supported.

Jess Garms &lt;jgarms@yahoo.com&gt; - fixing 112/168 key size bug for DESede key generation.

Mike Bremford &lt;mike@big.faceless.org&gt; - contributing the initial PKCS7 implementation.

Shankar Srinivasan &lt;ss002@yahoo.com&gt; - S/Mime interoperability testing and debugging.

Stef Hoeben &lt;ilsestef@404;skynet.be&gt; - adding Montgomery multiplication to the BigInteger class.

Klaudiusz Ciosk &lt;kciosk@max.com.pl&gt; - improving the compatibility of the SMIME package with the Sun JCE.

Thomas Houtekier &lt;Thomas.Houtekier@tectrade.net&gt; - S/Mime testing and debugging. Interoperability with Biztalk.

Don Hillsberry &lt;hillsber@404;dialogcorp.com&gt; - S/Mime testing and debugging.

Kazu Furuya &lt;kfuruya@infoteria.co.jp&gt; - fixing root certificate chaining bug in PKCS12 key store.

Jason Novotny &lt;jdnovotny@404;lbl.gov&gt; - initial work on the openSSL PEM processing.

Joel Hockey &lt;joel.hockey@404;qsipayments.com&gt; - initial work on the openSSL PEM processing.

John Steenbruggen &lt;JohnS@404;geotrust.com&gt; - fixing CertificationRequestInfo to handle cert request info objects without attribute blocks.

Justin Chapweske &lt;justin@404;chapweske.com&gt; - ordering patch for Tiger message digest.

John Serock &lt;jserock@404;hotmail.com&gt; - fixing null pointer exception in constructor for ExtendedKeyUsage. Fixing of base OID bug in KeyPurposeId. Compliance of KeyUsage extension return value with security API.

Sascha Weinreuter &lt;Sascha.Weinreuter@404;cit.de&gt; - fixed SMIME saveChanges() bug.

Andre Wehnert &lt;aw5@404;mail.inf.tu-dresden.de&gt; - fixing key schedule problem in RC5-64, fixing buffer cleaning issue in buffered block cipher.

Luigi Lo Iacono &lt;lo_iacono@nue.et-inf.uni-siegen.de&gt; - adding SIC mode to the blockciphers in the provider.

Tim Sakach &lt;ttsakach@404;certivo.net&gt; - SMIME v2 compatibility patches.

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Sebastian Clau&szlig; &lt;sc2@404;inf.tu-dresden.de&gt; - adding randomness setting to the certificate and CRL generators.

Nicolas Bielza &lt;nicolas.bielza@alligacom.com&gt; - isolating the tagging bug in the ASN.1 library that
was misrepresenting some ASN.1 constructed data types. Contributions to the streaming S/MIME classes.

- Rick Zeldes &lt;rick.zeldes@eds.com&gt; - initial code for CMS/SMIME CompressedData.
- Jarek Gawor &lt;jgawor@mcs.anl.gov&gt; - fixing ASN.1 sequence unpacking in BasicConstraints constructor.
- Brett Neumeier &lt;random@#064:rnd.cx&gt; - patch to OriginatorIdentifierOrKey object, improvements to encoders package, introduction of UrlBase64.
- Graham Coles &lt;graham.coles@#064:retail-logic.com&gt; - patch to isParityAdjusted in DESKeySpec.
- K&ouml;nig von Kattch&amp;eacute;e &lt;jl.kattchee@#064:seeburger.de&gt; - patch to SMIMEGenerator for preventing class cast exceptions with BodyParts containing Multipart objects.
- Matteo Artuso &lt;matartuso@#064:libero.it&gt; - picking up the possible overread in ASN1InputStream.
- Julian Morrison &lt;julian@#064:extropy.demon.co.uk&gt; - spotting the slow down in Diffie-Hellman key generation.
- Elmar Sonnenschein &lt;eso@#064:esomail.de&gt; - fix to long conversion in clean room SecureRandom.
- J&ouml;rn Schwarze &lt;JSchwarze@#064:ulc.de&gt; - Locale fix for the clean room JCE.
- Bryan Lovquist &lt;blkl@#064:cps.com.au&gt; - Other provider compatibility fixes for CMS signing.
- Artem Portnoy &lt;Artem_Portnoy@#064:ibi.com&gt; - generalisations for CMSProcessableBodyPart in S/MIME. Header fix for mime messages.
- Michael H&lt;auuml;usler &lt;hauesausler@#064:ponton-consulting.de&gt; - missing OID update for SHA1 with RSA Signature.
- Johan Seland &lt;johans@#064:netfonds.no&gt; - general toString for BigInteger class.
- Johannes Nicolai &lt;johannes.nicolai@#064:novosec.com&gt; - further enhancements to OCSP response generation, fix to CertificateID issuer.
- Marc Doberva &lt;marc.doberva@#064:ilex-si.com&gt; - help in isolating the JSSE/BC RSA key issue.
- Jan Dvorak &lt;jan.dvorak@#064:mathan.cz&gt; - initial implementation of the light weight Null block cipher.
- Joe Cohen &lt;jcohen@#064:forumsys.com&gt; - converting the ArrayOutOfBoundsException in DERInputStream into what it should have been.
- Chris Long &lt;aclong@ece.cmu.edu&gt; - adding public key decoding to PEMReader.
- Hes Siemelink &lt;hes@#064:izecom.com&gt; - findIssuer fix for CertPathBuilder, toMimeMessage converter for Mail API, getSize() fix for zero length messages in SMIMEMessage.
- Stefan Puiu &lt;stefanpuiuro@#064:yahoo.com&gt; - initial implementation V3 policy mapping, policy qualifier objects in ASN.1 X.509 package.
- Kaiser Yang &lt;kaiseryang@#064:yahoo.com&gt; - Finding BigInteger loop problem in prime generation.
- Jiri Urbanec &lt;jiri.urbanec@#064:logicacmg.com&gt; - patch to fix defect in DERBMPString.equals().
- Justin Kolb &lt;jkolb@#064:pristx.com&gt; - patch to DSA signature generation in OpenPGP. Fix for the unexpected "Unexpected end of ZLIB input stream" exception.
- Ralf Hauser &lt;ralfhauser@#064:gmx.ch&gt; - patch to exception handling in PublicKeyRing, PEMReader, 1.4 build script, X509 Certificate Factory, CertPathValidatorUtilities, fromAddress null check in SignedMailValidator, ReadOnceInputStream testing utility in MIME tests.
- Michal Dvorak &lt;M_Dvorak@#064:kb.cz&gt; - getNextUpdate patch for OCSP SingleResp.
- Klaus Greve Fiorentini &lt;kl@#064:cpqd.com.br&gt; - array fix in PGP PublikcKeyEncSessionPacket.
- Olivier Refalo &lt;Olivier_Refalo@#064:fpf.com&gt; - null pointer exception fix for JDK 1.3 CMSSignedData objects.
- Mariusz Bandola &lt;mariusz.bandola@#064:cryptotech.com.pl&gt; - patch to DERGeneralizedTime. Compliance patch for OCSP TBSRequest class. Patch to X509Name for delaing with general objects in
sequences.</li>
<li>Brien Oberstein &lt;brien.oberstein@064transacttools.net&gt; - patch to S2K algorithm in OpenPGP, initial PGP version 3 secret key support, initial PGP version 3 signature generation, RIPEMD160 addition to PGPUtility.</li>
<li>Ian Haywood &lt;ian@064haywood.bpa.nu&gt; - addition of getSignatureType to PGPSignature.</li>
<li>Jonathan Edwards &lt;s34gull@064mac.com&gt; - initial support for reading multiple rings from a PGP key file.</li>
<li>Andrew Thornton &lt;andrew@064caret.cam.ac.uk&gt; - patch for RSA PUBLIC KEY in PEMReader.</li>
<li>Gregor Leander &lt;gll@064bos-bremen.de&gt; - initial parsing of multiple sequence entries in an X.500 Name.</li>
<li>Antoon Bosselaers &lt;Antoon.Bosselaers@064esat.kuleuven.ac.be&gt; - help with RIPEMD320 implementation.</li>
<li>Peter Sylvester &lt;Peter.Sylvester@064edelweb.fr&gt; - improvements to the ASN.1 BasicConstraints object.</li>
<li>Doug &lt;ummmmm@064myrealbox.com&gt; - addition of isEncryptionKey method to OpenPGP public keys.</li>
<li>Francois Staes &lt;fstaes@064netconsult.be&gt; - improvements to DEBitString, DERGeneralizedTime and initial implementation of DERGeneralizedString, addition of settable signed object info to CMSignedDataGenerator, patch to key key agreement.</li>
<li>W.R. Dittmer &lt;wdittmer@064cs.vu.nl&gt; - patch to decoding of SignatureCreationTime in BCPG. Patch to PGPKKeyPair to fix nullpointer exception.</li>
<li>Perez Paz Luis Alberto &lt;laperez@064banxico.org.mx&gt; - patch to use of BitString in X.500 name.</li>
<li>James Wright &lt;James_Wright@064harte-hanks.com&gt; - patches for dealing with "odd" ArmoredInputStreams.</li>
<li>Jim Ford &lt;jim@064muirford.com&gt; - patch to PGPSecretKey to avoid null pointer exception on encoding secret keys, comments on KeyExpirationTime, GetBitStrength for ElGamal keys. Signature creation time patch for newly created v4 signatures.</li>
<li>Michael Hausler &lt;haeusler@064ponton-consulting.de&gt; - extra aliases for provider.</li>
<li>Sai Pullahbhotla &lt;psai@064linoma.com&gt; - fix to PGP compressed data generator to improve compression levels. Performance improvements for KeyBasedLargeFileProcessor.</li>
<li>Joseph Miller &lt;joseph@064digie web.net.nz&gt; - addition of ZeroBytePadding.</li>
<li>Lars &lt;xyz@064sagemdenmark.dk&gt; - patch to explicit padded mode for CBC block cipher MAC.</li>
<li>Jerome van Vianen &lt;jeroen@064vanvianen.nl&gt; - the Signed and Encrypted mail example.</li>
<li>Jun Sun &lt;JSun@064diversinet.com&gt; - patch to SecureRandom to work around problem in wtk 1.0.4 and wtk 2.1.</li>
<li>Michael Hausler &lt;haeusler@064ponton-consulting.de&gt; - extra aliases for provider.</li>
<li>Filipe Silva &lt;filipe.silva@064wedoconsulting.com&gt; - patch to fix overread issue in BCPGInputStream.</li>
<li>Alpesh Parmar &lt;alps@064linuxmail.org&gt; - patch for class cast problem in PGPPublicKey.getSignatures().</li>
<li>Jay Gengelbach &lt;gengelbach@064webmethods.com&gt; - patch to fix isSigningKey in PGPSecretKey class, patch to hashedPackets in PGP signatureGenerator, initial cut for indefinite length output.</li>
<li>Doug &lt;doug@064tigerprivacy.com&gt; - public key ring patches for ElGamal Signatures, problem key ring data.</li>
<li>Matthew Mundy &lt;mmundy1@064umbc.edu&gt; - infinite loop prevention patch to PKCS5SPParametersGenerator.</li>
<li>Tom Cargill &lt;cargill@064profcon.com&gt; - spelling patch in provider.</li>
<li>Breitenstrom Christian &lt;C.Breitenstrom@064t-systems.com&gt; - compatibility patch to SignaturePacket,
DetachedSignatureProcessor.

- Zanotti Mirko &lt;zanotti@#64cad.it&gt; - patch to ordered equality test for X509Name.
- Nicola Scendoni &lt;scendoni@#64babelpi.it&gt; - patch to add sorting to CertPath validation.
- Ville Skyttä &lt;ville.skytta@#64iki.fi&gt; - patch to CRLDistPoint for cRLIssuer field. KeyStore compliance on add patches. DiffieHellman patch for provider compliance. Support for PEM object "TRUSTED CERTIFICATE". Exception handling patch in PEMReader. JavaDoc clean up.
- Bruce Gordon &lt;bruce.gordon@#64savvis.net&gt; - patch to secret key creation encoding NullPointerException in OpenPGP, speed up for BCPGInputStream.
- Miles Whiteley &lt;Miles.Whiteley@#64savvis.net&gt; - "223" fix for BCPGInputStream new packets.
- Albert Moliner &lt;amoliner@#64evintia.com&gt; - initial TSP implementation.
- Carlos Lozano &lt;carlos@#64evintia.com&gt; - initial TSP implementation, patch to SignerInformation for supporting repeated signers, initial updates for supporting repeated attributes in CMS.
- Javier Delgadillo &lt;javi@#64javi.codewarp.org&gt; - initial Mozilla PublicKeyAndChallenge classes.
- Joni Hahkala &lt;joni.hahkala@#64cern.ch&gt; - initial implementations of VOMS Attribute Certificate Validation, IetfAttrSyntax, and ObjectDigestInfo. We also wish to thank the &lt;a href="http://www.eu-egee.org"&gt;EGEE project&lt;/a&gt; for making the work available.
- Rolf Schillinger &lt;rolf@#64sir-wum.de&gt; - initial implementation of Attribute Certificate generation.
- Sergey Bahtin &lt;Sergey_Bahtin@#64yahoo.com&gt; - fix for recovering certificate aliases in BKS and UBER key stores. Initial implementations of GOST-28147, GOST-3410, EC GOST-3410, GOST OFB mode (GOFB) and GOST-3411.
- Franck Leroy &lt;Franck.Leroy@#64keynectis.com&gt; - ANSI.1 set sorting. Contributions to TSP implementation. Test vectors for Bleichenbacher's forgery attack.
- Atsuhiro Yamakawa &lt;ymmk@#64jcraft.com&gt; - patch for improving use of Montgomery numbers in BigInteger library. Patch to use size of private exponent in DH parameters.
- Nickolay Bolshakov &lt;tyrex@#64rekeftsoft.ru&gt; - patch for class cast exception in AuthorityInformationAccess class.
- Soren Hilmer &lt;soren.hilmer@#64tietoenator.com&gt; - patches for CertID with issuerSerial set in TSP implementation, additional compliance testing.
- Steve Mitchell &lt;mitchell@#64intertrust.com&gt; - patch for stateful path validator fix. Patch to allow BigInteger class to create negative numbers from byte arrays. Additions to allow different providers to be used for asymmetric/symmetric encryption in OpenPGP.
- Dirk Eisner &lt;D.Eisner@#64seeburger.de&gt; - initial implementation of ISO 78164-4 padding.
- Julien Pasquier &lt; julienpasquier@#64free.fr&gt; - initial implementation of attribute classes from RFC 3126. Fix to KEKIdentifier, OtherKeyAttribute parsing. Initial ContentHints class.
- Matteo &lt;matartuso@#64libero.it&gt; - sequence patch to ASN1Dump.
- Andrew Paterson &lt; andrew.paterson@#64burnsec.com&gt; - patches to PGP tools, isRevoked method on PGPPublicKey.
- Vladimir Molotkov &lt;vladimir.n.molotkov@#64intel.com&gt; - extensive provider exception handling compliance testing.
- Florin Kollan &lt;adlocflo@#64web.de&gt; - fix to ElGamalKeyParameters equality testing.
- Pavel Vassiliev &lt;paulvav@#64gmail.com&gt; - Initial GOST28147Mac implementation.
- Tom Pesman &lt;tom@#64tnux.net&gt; - addition of DES-EDE encryption for RSAPrivate keys to PEMWriter.
- Lukasz Kowalczyk &lt;lukasz.b.kowalczyk@#64gmail.com&gt; - patch to fix parsing issue with OpenSSL PEM based certificate requests.
- Arndt Hasch &lt;Arndt.Hasch@#64maxence.de&gt; - additional fix for partial reading with new style PGP
packets.<li>
Fix Bernd (KCDP 11) &lt;bernd.fix@credit-suisse.com&gt; - fix for 31 byte issue and exception throwing
by Whirpoo1.</li>
<li>David M. Lee &lt;dmlee@crossroads.com&gt; - code for add and remove secret key in the
PGPSecretKeyRing class. Additions to S/MIME and CMS unit tests.</li>
<li>Mike Dillon &lt;md5@604embody.org&gt; - additional checks for PGP secret and public key construction,
patches to copyWithNewPassword.</li>
<li>tu-vi cung &lt;t2cung@064hotmail.com&gt; - patch for out of bounds problem in getDecoderStream
method.</li>
<li>Chris Schultz &lt;cschultz@064gmail.com&gt; - fix for InputStream constructor for
X509V2AttributeCertificate.</li>
<li>David M. Lee &lt;dmlee@crossroads.com&gt; - implementation assistance with streaming CMS
classes.</li>
<li>Joel Rees &lt;rees@064ddcom.co.jp&gt; - fix to correct getOID methods from returning same set on X.509
attribute certificates.</li>
<li>Francesc Sau &lt;francesc.sau@064partners.netfocus.es&gt; - micro fix for tsp Accuracy class.</li>
<li>Larry Bugbee &lt;lbugbee@064mac.com&gt; - initial ECNR implementation.</li>
<li>Remi Blancher &lt;Remi.Blancher@064keynectis.com&gt; - Contributions to TSP implementation.
Initial implementation of RFC 3739 and ICAO ASN.1 classes.</li>
<li>Brian O'Rourke &lt;brianorourke@064gmail.com&gt; - patch for signature creation time override in
OpenPGP.</li>
<li>Andreas Schwier &lt;andreas.schwier@064cardcontact.de&gt; - initial implementation of ISO9797 MAC
Algorithm 3, addition of DES-EDE 64 MAC to the provider, fix to EC point encoding, addition of EC and RSA-PSS
OIDs to CMS, addition of AES-CMAC and DESede-CMAC to JCE provider.</li>
<li>David Josse &lt; david.josse@transacttools.net &gt; - Patch for trailer function in version 2 signature
packets.</li>
<li>Kishimoto Kazuhiko &lt;kazu-k@064hi-ho.ne.jp&gt; - RFC 3280 updates to policy processing in the CertPath
validator. Additional test data not covered by NIST.</li>
<li>Lawrence Tan &lt;lwrntan@064gmail.com&gt; - Large field OID sample test data. Missing key types in
JDKKeyFactory.</li>
<li>Carlos Valiente &lt;superdupont@064gmail.com&gt; - Addition of CRL writing to the PEMWriter class.</li>
<li>Keyon AG, Martin Christinat, &lt;a href="http://www.keyon.ch">http://www.keyon.ch</a&gt; - fixing incorrect
ASN.1 encoding of field elements in X9FieldElement class.</li>
<li>Olaf Keller, &lt;otoaf.keller@064bluewin.ch&gt; - initial implementation of the elliptic curves over binary
fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance
improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement
to k value generation in ECDSA.</li>
<li>J&ouml;rg Eichhorn &lt;eichhorn@064ponton-consulting.de&gt; - patch to fix EOF read on
SharedFileInputStream, support for F2m compression.</li>
<li>Karsten Ohme &lt; widenstand@064t-online.de&gt; - initial check against for out of range data on non byte
aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp,
contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra
validation for RSA key creation. Fix to name typos for some OpenSSL key generators. RFC-1779 table, improved
RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation
for Printable, IA5, and Numeric Strings. Fix for RFC 5280 NameConstraint checking for RDNs.</li>
<li>Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT,
RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class,
and X509CertificatePair class. Contributions to X509Store/Parser infrastructure and design.
CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests.

Carlos Lozano Ruiz &lt;carlos@064tradise.com&gt; - patch for &amp;lt;ctrl&amp;gt;&amp;lt;m&amp;gt; only handling in CRLFOutputStream.

John Alfred Prufrock &amp;lt;j.a.prufrock&amp;#064gmail.com&amp;gt; - mods to GOST-3411 and MD2 to support ExtendedDigest.

Stefan Neusatz Guilhen &lt;stefan@064gmail.com&amp;gt; - initial version of RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer.

Marzio Lo Giudice &lt;marzio.logiudice&amp;#064gmail.com&amp;gt; - fix to endianess in KDF2BytesGenerator, additional KDF2 tests.

Georg Lippold &amp;lt;georg.lippold&amp;#064gmx.de&amp;gt; - initial implementation of NaccacheStern cipher.

Chris Viles &amp;lt;chris.viles&amp;#064064yahoo.com&amp;gt; - fix to SignatureSubpacket critical bit setting.

Pasi Eronen &amp;lt;Pasi.Eronen&amp;#064nokia.com&amp;gt; - extra toString() support for ASN.1 library. Initial patch for large OID components.


Maria Ivanova &amp;lt;maria.ivanova&amp;#064gmail.com&amp;gt; - support for tags &gt; 30 in ASN.1 parsing.

Armin Haumlberlin &lt;arminha@student.ethz.ch&amp;gt; - first cut of internationalisation, initial PKIX validation classes.

Marius Schilder &amp;lt;m.schilder&amp;#064google.com&amp;gt; - main set of test vectors for Bleichenbacher's forgery attack.

Xavier Le Vourch &amp;lt;xavier@064brittanysoftware.com&amp;gt; - general code clean ups.

Erik Tews &lt;e_tews&amp;#064dc.informatik.tu-darmstadt.de&amp;gt; - initial threaded random seed generator, constant-time PKCS#1.5 decoding.

Thomas Dixon &lt;trekomusha&amp;#064gmail.com&amp;gt; - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements.

Frank Cornelis &lt;info@064frankcornelis.be&amp;gt; - addition of crlAccessMethod in X509ObjectIdentifiers.

Rui Joaquim &lt;rui@064cc.isel.ips.pt&amp;gt; - initial implementation of RSA blinding for signatures.

David Stacey &lt;DStacey@064allantgroup.com&amp;gt; - addition of trust packet checking on revocation signatures in PGPSecretKeyRing.

Martijn Brinkers &lt;list@064mitm.nl&amp;gt; - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation.

Julius Davies &lt;ju@064gmail.com&amp;gt; - additional modes and algorithm support in PEMReader.

Matthias &lt;g&amp;#064rtnr.de&amp;gt; - GnuPG compatibility changes for PBESFileProcessor.

Olga K&amp;mldr;thler &lt;olga.kaethler&amp;#064hjp-consulting.com&amp;gt; - initial implementation of TeleTrust EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.

Germano Rizzo &lt;germano.rizzo&amp;#064gmail.com&amp;gt; - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.

N&amp;uuml;rkaute;ria Mar&amp;iacute; &amp;lt;numaa&amp;#064hotmail.com&amp;gt; - patch for alternate data type recognition in CMSSignedDataParser.

Janis Schuller &lt;js&amp;#064zi.de&amp;gt; - addition of NotationData packets for OpenPGP.

Michael Samblanet &lt;Mike&amp;#064samblanet.com&amp;gt; - patches towards improved Sun/default provider
support in CMS.\</li>
<li>Mike StJohns &lt;mstjohns&#064comcast.net&gt; - patches for supporting empty subject in X.509 certificate generation, noneWithECDSA, updates to KeyPurposeId.\</li>
<li>Ramon Keller &lt;ramon.keller&#064gmx.ch&gt; - patch to deal with null revocations return from other CRL in X509V2CRLGenerator.\</li>
<li>Mark Nelson &lt;mark&#064nbr.com&gt; - correction to excluded DN in name constraints processing for PKIX processing.\</li>
<li>Eugene Golushkov &lt;eugene EFF&#064ukr.net&gt; - mask fix to single byte read in TLSInputStream.\</li>
<li>Julien Pasquier &lt;julienpasquier&#064free.fr&gt; - additional classes for supporting signature policy and signer certificates in the ASN.1 esf and ess libraries.\</li>
<li>Peter Knopp &lt;pknopp&#064mtg.de&gt; - fix for named curve recognition in EC2GOST key generation.\</li>
<li>Jakub Gwozdz &lt;gwozdziu&#064rpj.pl&gt; - addition of getTsa() to TimeStampTokenInfo.\</li>
<li>Bartosz Malkowski &lt;bmalkow&#064tigase.org&gt; - initial implementation of VMPC cipher, VMPCRandGenerator, VMPCMac.\</li>
<li>Tal Yacobi &lt;tal.yacobi&#064octavian-tech.com&gt; - fix for issue in OpenPGP examples [BJA-55].\</li>
<li>Massimiliano Ziccardi &lt;massimiliano.ziccardi&#064gmail.com&gt; - support for counter signature reading in CMS API, update for multiple counter signature attributes, JCA compliance patch for PEM parsing in CertificateFactory.\</li>
<li>Andrey Pavlenko &lt;andrey.a.pavlenko&#064gmail.com&gt; - security manager patch for PKCS1Encoding property check.\</li>
<li>J Ross Nicoll &lt;jrn&#064jrn.me.uk&gt; - improved exception handling for getInstance() in ASN.1 library.\</li>
<li>Matthew Stevenson &lt;mavricknz&#064yahoo.com&gt; - patch to construtor for CRMF CertSequence.\</li>
<li>Gabriele Contini &lt;gcontini&#064hotpop.com&gt; - identified a bug in ASN.1 library with handling of unterminated NDEF's.\</li>
<li>Roelof Naude &lt;roelof.naude&#064epiuse.com&gt; - patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.\</li>
<li>Patrick Peck &lt;peck&#064signature.at&gt; - identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.\</li>
<li>Michael LeMay &lt;lemaymd&#064lemaymd.com&gt; - identified problem with EAX [BJA-93].\</li>
<li>Alex Dupre &lt;alex&#064FreeBSD.org&gt; - fix to use of Signature rather than SignatureSpi in provider [BJA-90]. Addition of null provider use to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [BJA-102].\</li>
<li>Michael Schoene &lt;michael&#064sgrid-und-michael.de&gt; - fix of improper handling of null in ExtendedPKIXParameters.setTrustedACIssuers(), check for V2 signingCertificate attribute in TimeStampResponse.validate().\</li>
<li>Ion Larrañaga &lt;ilarra&#064s21sec.com&gt; - fix to default partial packet generation in BCPOutputStream.\</li>
<li>Bob Kerns &lt;bob.kerns&#064positscience.com&gt; - fix to hashCode for X509CertificateObject.\</li>
<li>Stefan Meyer &lt;stefan.meyer&#064ewe.de&gt; - backport for PKIXCertPathValidator and SMIMESignedMailReviewer.\</li>
<li>Robert J. Moore &lt;Robert.J.Moore&#064allanbank.com&gt; - speedups for OpenPGPCFB mode, clean room JCE patches.\</li>
<li>Rui Hodai &lt;rui&#064po.ntts.co.jp&gt; - speed ups for Camellia implementation, CamelliaLightEngine.\</li>
<li>Emir Bucalovic &lt;emir.bucalovic&#064gmail.com&gt; - initial implementation of Grain-v1 and Grain-128.\</li>
<li>Torbjorn Svensson &lt;topbe79&#064gmail.com&gt; - initial implementation of Grain-v1 and Grain-128.\</li>
<li>Paul FitzPatrick &lt;bouncycastle_pfitz&#064fitzpatrick.cc&gt; - error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.\</li>
Henrik Andersson &lt;k.henrik.andersson&#064gmail.com&gt; addition of UniqueIssuerID to certificate generation.</li>
<li>Cagdas Cirit &lt;cagdascirit&#064gmail.com&gt; subjectAlternativeName fix for x.509CertStoreSelector.</li>
<li>Harakiri &lt;harakiri_23&#064yahoo.com&gt; datahandler patch for attached parts in SMIME signatures.</li>
<li>Pedro Henriques &lt;pmahenriques&#064gmail.com&gt; explicit bounds checking for DESKeyGenerator, code simplification for OAEPEncoding.</li>
<li>Lothar Kimminger &lt;job&#064kimminger.de&gt; verbose mode for ASN1Dump, support for DERExternal, DNS performance fix for S/MIME API.</li>
<li>Richard Farr &lt;farr.se&#064gmail.com&gt; initial SRP-6a implementation.</li>
<li>Thomas Castiglione &lt;castiglione&#064064au.ibm.com&gt; patch to encoding for CRMF OptionalValidity.</li>
<li>Elisabetta Romani &lt;eromani&#064064sogei.it&gt; patch for recognising multiple counter signatures.</li>
<li>Robin Lundgren &lt;737lundgren&#064gmail.com&gt; CMPCertificate constructor from X509CertificateStructure fix.</li>
<li>Petr Kadlec &lt;mormegil&#064centrum.cz&gt; fix to sign extension key and IV problem in HC-128, HC-256.</li>
<li>Andreas Antener &lt;antener_a&#064gmx.ch&gt; fix to buffer reset in AsymmetricBufferedBlockCipher.</li>
<li>Harendra Rawat &lt;hsrawat&#064064yahoo.com&gt; fix for BERConstructedOctetString.</li>
<li>Rolf Lindemann &lt;lindemann&#064064trustcenter.de&gt; patch for PKCS12 key store to support more flexible attribute specifications [#BMA-42].</li>
<li>Alex Artamonov &lt;alexart.home&#064064gmail.com&gt; name look up patch for GOST-2001 parameters.</li>
<li>Mike Lyons &lt;mlyons&#064064layer7tech.com&gt; work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.</li>
<li>Chris Cole &lt;chris_h_cole&#064gmail.com&gt; identified a problem handling null passwords when loading a BKS keystore.</li>
<li>Tomas Krivanek &lt;tom&#064064atack.cz&gt; added checking of Sender header to SignedMailValidator.</li>
<li>Michael &lt;enfau&#064064t-online.de&gt; correction of field error in getResponse method in CertRepMessage.</li>
<li>Trevor Perrin &lt;trevor&#064064cryptography.com&gt; addition of constant time equals to avoid possible timing attacks.</li>
<li>Markus Kil&amp;rings;s &lt;markus&#064064primekey.se&gt; several enhancements to TimeStampResponseGenerator.</li>
<li>Dario Novakovic &lt;darionis&#064064yahoo.com&gt; fix for NPE when checking revocation reason on CRL without extensions.</li>
<li>Michael Smith &lt;msmith&#064064cbnco.com&gt; bug fixes and enhancements to the CMP and CRMF classes, initial Master List classes.</li>
<li>Andrea Zilio &lt;andrea.zilio&#064064yahoo.com&gt; fix for PEM password encryption of private keys.</li>
<li>Alex Birkett &lt;alex&#064064birkett.co.uk&gt; added support for EC cipher suites in TLS client (RFC 4492) [#BJA-291].</li>
<li>Wayne Grant &lt;waynedgrant&#064064gmail.com&gt; additional OIDs for PCKS10 and certificate generation support.</li>
<li>Frank Cornelis &lt;info&#064064frankcornelis.be&gt; additional support classes for CAdES, enhancements to OCSP classes.</li>
<li>Jan Dittbener &lt;jan&#064064dittbener.info&gt; addHeader patch for SMIME generator.</li>
<li>Bob McGowan &lt;boab.mcgo0o&#064064btinternet.com&gt; patch to support different object and mgf digests in PSS signing.</li>
<li>Ivo Matheis &lt;i.matheis&#064064seeburger.de&gt; fix to padding verification in ISO-9796-1.</li>
<li>Marco Sandrini &lt;nessche&#064064gmail.com&gt; patch to add IV to ISO9797Alg3Mac.</li>
<li>Alf Malf &lt;alfilmalf&#064064hotmail.com&gt; removal of unnecessary limit in CMSContentInfoParser.
<li>Alfonso Massa &lt;alfonso.massa#insiel.it&gt; contributions to CMS time stamp classes.</li>
<li>Giacomo Boccardo &lt;gboccardo#unimaticaspa.it&gt; initial work on CMSTimeStampedDataParser.</li>
<li>Arnis Tartu &lt;arnis#ut.ee&gt; patches for dealing with OIDs with specific key sizes associated in CMS.</li>
<li>Janusz Sikociski &lt;J.Sikocinski#gdzie.pl&gt; addition of Features subpacket support to OpenPGP API.</li>
<li>Alfonso Massa &lt;alfonso.massa#insiel.it&gt; contributions to CMS time stamp classes.</li>
<li>Giacomo Boccardo &lt;gboccardo#unimaticaspa.it&gt; initial work on CMSTimeStampedDataParser.</li>
<li>Arnis Tartu &lt;arnis#ut.ee&gt; patches for dealing with OIDs with specific key sizes associated in CMS.</li>
<li>Janusz Sikociski &lt;J.Sikocinski#gdzie.pl&gt; addition of Features subpacket support to OpenPGP API.</li>
<li>Juri Hudolejev &lt;jhudolejev#064gmail.com&gt; JavaDoc fix to CMSSignedDataParser.</li>
<li>Liane Velten &lt;liane.velten#064hp-consulting.com&gt; fine tuning of code for DHParameters validation.</li>
<li>Shawn Willden &lt;swillden#064google.com&gt; additional functionality to PGPKeyRing.</li>
<li>Atanas Krachev &lt;akrachev#064gmail.com&gt; added support for revocation signatures in OpenPGP.</li>
<li>Mickael Laiking &lt;mickael.laiking#064keynectis.com&gt; initial cut of EAC classes.</li>
<li>Tim Buktu &lt;tbuktu#064hotmail.com&gt; Initial implementation of NTRU signing and encryption.</li>
<li>Bernd &lt;bernd#064gmail.com&gt; Fix for open of PGP literal data stream with UTF-8 naming.</li>
<li>Steing Inge Morisbak &lt;stein.inge.morisbak#064BEKK.no&gt; Test code for lower case Hex data in PEM headers.</li>
<li>Andreas Schmid &lt;andreas.schmid#064tngetech.com&gt; Additional expiry time check in PGPPublicKeys.</li>
<li>Phil Steitz &lt;phil.steitz#064gmail.com&gt; Final patch eliminating JCE dependencies in the OpenPGP BC classes.</li>
<li>Petar Petrov &lt;p.petrov#064bers-soft.com&gt; Testing and debugging of UTF-8 OpenPGP passwords.</li>
<li>Daniel Fitzpatrick &lt;daniel.f.nwr#064gmail.com&gt; Initial implementation of ephemeral key support for IES, initial implementations of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for EC.</li>
<li>Andy Neilson &lt;Andy.Neilson#quest.com&gt; a further patches to deal with multiple providers and PEMReader.</li>
<li>Ted Shaw &lt;xiao.xj#064gmail.com&gt; patch to MiscPEMGenerator for handling new PKCS10CertificationRequests.</li>
<li>Eleriseth &lt;Eleriseth#WPECGLtYbVi8Rl6Y7VzI2Lv2EUVW99v3yNV3IWROG8.fms&gt; speed up for SIC/CTR mode. Provider compatibility generalisations for EC operations.</li>
<li>Kenny Root &lt;kenny#064the-b.org&gt; patch for issuerAltName, subjectAltName support in X509CertificateObject, BaseBlockCipher.getIV() patch for AED.</li>
<li>Maarten Bodewes &lt;maarten.bodewes#064gmail.com&gt; initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.</li>
<li>Philip Clay &lt;phil_f#064yahoo.com&gt; Initial implementation of J-PAKE.</li>
<li>Brian Carlstrom &lt;bdc#064carlstrom.com&gt; compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, intial provider PBKDF2WithHmacSHA1 SecretKeyFactory.</li>
<li>Samuel Lidkeacute:n Borell &lt;samuel#064primekey.se&gt; patch to add DSTU-4145 to DefaultSignatureAlgorithmFinder.</li>
<li>Sergio Demian Lerner &lt;sergiolerner#064certimix.com&gt; pointing out isInfinity issue in ECDSASigner signature verification.</li>
<li>Tim Whittington &lt;Tim.Whittington#064orionhealth.com&gt; patch to remove extra init call in CMac, additional of Memorable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalsa20, ChaCha,
reduced round Salsa20, Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to
Nokeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD
cipher methods, safe CipherInput/OutputStream implementations for use with AAD and subsequent bug fixes,
cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on
EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSDCrypt, PGP API documentation and code
quality work.  

Marcus Lundblad &lt;marcus.lundblad@primekey.se&gt; patch for working around JDK jarsigner TSP
bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp
token generation.  

Andrey Zhzhin &lt;zhzhin@064xrm.ru&gt; patch for override of TSP SignerInfo attributes.  

Sergey Tiunov &lt;tt555d@064gmail.com&gt; initial cut of DVCS classes.  

Damian Kola &lt;fatfreddy@064gmail.com&gt; ASN1Sequence patch for class cast issue in X9Curve.  

Ash Hughes &lt;ashley.hughes@064blueyonder.co.uk&gt; patches for supporting
PGPSecretKeyRing/PGPSecretKeys encodings with empty private keys, initial code for
PGPSignatureSubpacketVector.getEmbeddedSignatures().  

Daniel Hirscher &lt;dev@064daniel-hirscher.de&gt; patch to support parsing of explicit EC parameters in
PEM files.  

Daniele Ricci &lt;daniele.athome@064gmail.com&gt; initial implementation of EC keys for OpenPGP and
RFC6637 support.  

Matti Aarnio &lt;matti.aarnio@064methics.fi&gt; tweaks to any build to remove dependence on shell scripts.
Initial SM3 digest implementation, some EC related code cleanups, JavaDoc improvements for ASN.1 classes,
addition of NONEwithRSA to lightweight RSADigestSigner.  

Babak Najafi &lt;bnajafi@064akamai.com&gt; fixes to OpenPGP NotationData to prevent truncation
problems.  

Eric M&uuml;ller &lt;eric.mueller@064sage.de&gt; additional standard algorithm name lookups in
JcaPEMKeyConverter.  

Mathias Herberts &lt;Mathias.Herberts@064gmail.com&gt; fix to inOff usage in RFC3394WrapEngine.  

Daniil Ivanov &lt;daniil.ivanov@064gmail.com&gt; addition of provider support for GOST HMAC
SecretKeyFactory.  

Daniele Grasso &lt;daniele.grasso86@064gmail.com&gt; contributions to final Key calculation code for
SRP6.  

Andrey Utkin &lt;cindrhc@064gmail.com&gt; patch to reconstruction of ECGOST keys from PrivateKeyInfo
objects in provider classes.  

Arnis Tartu &lt;arnis@064ut.ee&gt; checker for generated key vs OID in
JceCMSContentEncryptorBuilder.  

AxelVDB &lt;axel-vdb@064riseup.net&gt; initial implementation of Shacal2.  

Roberto Tyley &lt;.&gt; further work on completing gradle build.  

Waldemar Dick &lt;wdick@064devmve.de&gt; code improvement in x500 ASN.1 package.  

Sid Steward &lt;sid.steward@064pdflabs.com&gt; code improvements to ASN1Boolean.  

Alex Klyubin &lt;alklyubin@064google.com&gt; AlgorithmParameters check for EC key agreement.  

Jonathan Gillett &lt;gsoc.student@064gmail.com&gt; Initial support for block cipher IVs in IESEngine, IES
MAC length check bug fix.  

Andreas Reiter &lt;andreas.reiter@064iaik.tugraz.at&gt; Reported incomplete status of CertificateVerify
processing in (D)TLS server, and provided fix.  

Kieran Miller &lt;kieran.miller@064gmail.com&gt; initial implementation for RFC 5649 key wrap with
padding.  

Oliver Ehli&lt;ehli@064arago.de&gt; Additional support for BSI plain ECDSA in the provider.  

Daniel Heldt&lt;Daniel.Heldt@064cryptovision.com&gt; Initial support for encodable state message
Robert Bushman &lt;bouncycastle&#064traxel.com&gt; Clean up of DirectKeySignature example.

Maurice Aarts &lt;aarts&#0644riserc.com&gt; updated to KDF generator to follow NIST SP 800-108.

Franziskus Kiefer &lt;https://github.com/franziskuskiefer&gt; initial implementation of Cramer-Shoup.

KB Sriram &lt;mail_kb&#064yahoo.com&gt; testing for odd encodings for PGP User Attribute Subpackets.

Marco Schulze &lt;mailto:marco&#064nightlabs.de&gt; Reported verification bug in GenericSigner.

Martin Schaefer &lt;https://github.com/martinschaefer&gt; contributed a code-cleanup patch.

dstutz &lt;https://github.com/dstutz&gt; added iteration count setters to PKCS#12 PBE mac/key generator builders.

Tobias Wich &lt;mailto:toibis.wich&#064ecsec.de&gt; Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.

Hauke Mehrtens &lt;mailto:hauke&#064hauke-m.de&gt; TLS patch to add ECDHE_ECDSA CCM ciphersuites from RFC 7251.

Daniel Zimmerman &lt;mailto:dmz&#064galois.com&gt; Further key quality improvements to RSAKeyPairGenerator.

Jens Kapitzka &lt;jt.kapitza&#064schwarzene-allianz.de&gt; Iterable support in OpenPGP API, code cleanup in OpenPGP API.

Johan Eklund &lt;mailto:johan&#064primekey.se&gt; update to RFC 6960 for OCSPObjectIdentifiers.

nikosn &lt;https://github.com/nikosn&gt; Fix to encoding of EC private keys to ensure encoding matches order length.

Axel von dem Bruch &lt;mailto:axel-vdb&#064riseup.net&gt; Contributions to BCrypt/OpenBSDCrypt, original version of Blake2bDigest.

Derek Atkins &lt;mailto:derek&#064ihtfp.com&gt; Documentation fixes to X9ObjectIdentifiers.

Peter Jr Halicky &lt;mailto:petero&#064halicky.sk&gt; Correction to notification/error message handling in SignedMailValidator.

lartiguePierre &lt;https://github.com/lartiguePierre&gt; Fix for counter signature SID in CMSSignedData.

Thomas Belot &lt;mailto:thomas.belot+bc&#064gmail.com&gt; initial CertPathLoopTest for demonstrating stack overflow issue.

Rich DiCroce &lt;https://github.com/rdicroce&gt; Initial implementation of server-side TLS-SRP support. TLS API extension to support non-blocking usage.

Bj&ouml;rn Kautler &lt;https://github.com/Vampire&gt; Refinements to cert path validation (authority key addition, certificate order preservation).

Dominik Sch&uuml;rman &lt;https://github.com/dschuermann&gt; method for returning signatures/verifications without user IDs on PGPPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.

Michael &lt;mailto:MSKnete&#064064web.de&gt; initial fix for bitStrength issue for OpenPGP EC keys, correction for generic type on RecipientInformationStore.

Tobias Wagner &lt;mailto:toibias.wagner&#064064n-design.de&gt; Fix SecureRandom handling in BcAsymmetricKeyWrapper [BJA-536].

Sergio Giro &lt;mailto:sgiro&#064google.com&gt; Fixed adding of additional stores from CRL distribution point [BJA-537], Fixed missing null check for CRL certificate issuer [BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEKeys that require it.

bschuette &lt;https://github.com/bschuette&gt; Fixed typo in DefaultSignatureAlgorithmIdentifierFinder, additional methods on CMSSignedDataParser.

Leonard Dallot &lt;https://github.com/dallotTazTag&gt; Fix to S2K usage of none on changing passwords on keys without passwords originally.

Jan Willem Janssen &lt;mailto:j.w.janssen+bouncycastle&#064064xtreme.nl&gt; Support for DSAParameters in
lightweight SubjectPublicKeyInfoFactory, initial object signer verifier for BC lightweight EC.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064604gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles &lt;benoit.charles&#064opentrust.com&gt; Fix for IES data length check on decryption.</li>
<li>Niko &lt;nfink95&#064gmail.com&gt; fix to cast issue in getOutputSize() for ECIES.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064604gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
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<li>Niko &lt;nfink95&#064gmail.com&gt; fix to cast issue in getOutputSize() for ECIES.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064604gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles &lt;benoit.charles&#064opentrust.com&gt; Fix for IES data length check on decryption.</li>
<li>Niko &lt;nfink95&#064gmail.com&gt; fix to cast issue in getOutputSize() for ECIES.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064604gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles &lt;benoit.charles&#064opentrust.com&gt; Fix for IES data length check on decryption.</li>
<li>Niko &lt;nfink95&#064gmail.com&gt; fix to cast issue in getOutputSize() for ECIES.</li>
<li>Sebastian Oerding &lt;sebastian.oerding@robotron.de&gt; Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer &lt;kai.kramer&#064604gmail.com&gt; Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.
DSTU7624 (cipher) and their associated modes.</li>
<li>Andreas Glaser &lt;andreas.glaser@#064gi-de.com&gt; patch to recognise ANSSI curves for PKCS#10 requests.</li>
<li>codeborne &lt;https://github.com/cbxp&gt; patch to correct OIDs used in public key digest parameters for ECGO-2012.</li>
<li>FauxFaux &lt;https://github.com/FauxFaux&gt; patch for JDK 1.9 update to DRBG.java.</li>
<li>4garbage &lt;https://github.com/4garbage&gt; patch to allow GOST3410-94 private keys encoded as integers.</li>
<li>ekszz &lt;https://github.com/ekszz&gt; corrections to SM2 signer to include default identity value.</li>
<li>jminer &lt;https://github.com/jminer&gt; fix to Blake2b for hashes in range of 2**64-127 to 2**64.</li>
<li>str4d &lt;https://github.com/str4d&gt; initial implementation of Blake2s.</li>
<li>Scott Woodward &lt;scott@#064bit3consulting.com&gt; performance fixes for CTRSP800DRBG.</li>
<li>David Straw &lt;https://github.com/isomarcte&gt; fix for off by one error in SCRYPT bounds checking.</li>
<li>chris mccown &lt;0xchrismccown@#064gmail.com&gt; identification of serialisation issue with XMSS/XMSSMT private keys (see also CVE-2018-1000613).</li>
<li>ZZMarquis &lt;https://github.com/ZZMarquis&gt; offset patches for SM2 encryption and decryption, improvement to Array constant time comparison.</li>
<li>Andreas Kretschmer &lt;https://github.com/Akretsch&gt; NPE fix for CertTemplate.getVersion(</li>
<li>Armin Lunkeit, Michael Tautenhahn &lt;&gt; identification of M-R test issue on higher certainty values in RSA key pair generation.</li>
<li>Vincent Breitmoser &lt;https://github.com/Valodim&gt; fix to ignore unnecessary checksum calculator on PGP secret key encryption.</li>
<li>Adam Vartanian &lt;https://github.com/flooey&gt; use of ShortBuffer exception and buffer size pre-check in Cipher.doFinal().</li>
<li>Bernd &lt;https://github.com/becki&gt; Fix to make PGPUtil.pipeFileContents use buffer and not leak file handle.</li>
<li>Shaftung &lt;https://github.com/shartung&gt; Additional EC Key Agreement algorithms in support of German BSI TR-03111.</li>
<li>Paul Schaub &lt;https://github.com/vanitasvitae&gt; bringing PGPSecretKey.getUserIds() into line with PGPPublicKey.getUserIds(). Exception message fix in BCPublic certifyFactory. Additional tests on PGP key ring generation.</li>
<li>Nick of Nexxar &lt;https://github.com/nros&gt; update to OpenPGP package to handle a broader range of EC curves.</li>
<li>catbref &lt;https://github.com/catbref&gt; sample implementation of RFC 7748/Ed25519 (incorporated work from github users Valodim and str4d as well).</li>
<li>gerlion &lt;https://github.com/gerlion&gt; detection of concurrency issue with pre-1.60 EC math library.</li>
<li>fgrieu &lt;fgrieu@#064gmail.com&gt; identification and suggested fixes for possible timing vulnerability in OAEPEncoding and RSACoreEngine.</li>
<li>MTG &lt;https://github.com/mtgag&gt; patch for decoding issues in PKIPublicationInfo and CertifiedKeyPair.</li>
<li>Andreas Gadermaier &lt;up.gadermaier@#064gmail.com&gt; initial version of Argon2 PBKDF algorithm.</li>
<li>Tony Washer &lt;tony.washer@yahoo.co.uk&gt; review of qTesla, Java 1.9 module code, additional test code and debugging for GOST, DSTU, and ECNR algorithms. Initial lightweight implementation of the ZUC ciphers and macs.</li>
<li>Vincent Bouckaert &lt;https://github.com/veebee&gt; initial version of RFC 4998 ASN.1 classes.</li>
<li>Tony Washer &lt;https://github.com/tonywasher&gt; ECIESKeyEncapsulation fix for use of OldCofactor mode. Submitted ChaCha20Poly1305 prototype.</li>
Gabriel Sroka &lt;https://github.com/gabrielsroka&gt;: corrected comments in RSA validation.

Sarah MDV &lt;https://github.com/sarah-mdv&gt;: improvements to JceKeyTransRecipientInfoGenerator, tests for JournalingSecureRandom, initial implementation of JournaledAlgorithm.


Gilis95 &lt;https://github.com/Gilis95&gt;: improved JSSE compatibility for setEnabledCipherSuites.


Antoine Toulme &lt;https://github.com/atoulme&gt;: Initial implementation of EthereumIESEngine.


Moses Palm &lt;https://github.com/mosespalm&gt;: Additional improvements to constant time comparisons.

Rene Korthaus &lt;https://github.com/securitykernel&gt;: Update to XMSS/XMSS^MT OID values to bring them in line with RFC 8391.


Gaylor Bosson &lt;https://github.com/Gilthoniel&gt;: Initial implementation of Blake2xs.


Nick hitchan &lt;https://github.com/hitchan&gt;: Fix for typo in engineInitSign() in EdEc SignatureSpi.


Daniel Heldt &lt;https://github.com/dheldt&gt;: Fixing encodings in unicode tests to allow a wider range of Java compilers to work. Tweak to inheritance in JceKeyAgreeRecipient.

Ugochukwu Mnadueke &lt;https://github.com/Xor-el&gt;: Fix for initially bugged legacy Integers.numberOfLeadingZeros method.

Gsealy &lt;https://github.com/Gsealy&gt;: addition of PBKDF2withHmacSM3 to the provider.

aphuang2013 &lt;https://github.com/aphuang2013&gt;: update to path validation in EST service for ClearPath EST.

Kevin Herron &lt;https://github.com/kevinherron&gt;: Initial ChaCha20Poly1305 prototype.


Tobias Ospelt &lt;https://github.com/tobiasstoreschenbach&gt;: Identification of 1.63 regression in ASN.1 parsing.

1.889 click 6.7

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1.890 mitchellh-mapstructure 1.1.2

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1.891 openssl 1.1.1k

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1.892 prawn-templates 0.1.1

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1.894 protobuf-java-util 3.13.0

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1597451582365
Build-Jdk: 11.0.7
Built-By: acozzette
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: https://developers.google.com/protocol-buffers/
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Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.13.0
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf.util;version="3.13.0",uses="com.google.protobuf"
Import-Package: com.google.common.base;version="[29.0,30)",com.google.common.io;version="[29.0,30)",com.google.common.math;version="[29.0,30)",com.google.common.primitives;version="[29.0,30)",com.google.gson;version="[2.8.3,3)",com.google.gson.stream;version="[2.8.3,3)",com.google.protobuf;version="[3.13,4)"
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

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1.895 influxdb 1.8.4

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1.898 aether-impl 1.0.2.v20150114

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1.901 apacheds-utils 1.5.5

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1.913 gorilla 1.4.2

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**1.914 mongodb 4.2.0**

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1.917 spring-context 5.3.9

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* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
  jar/com/github/jknack/handlebars/Options.java
* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
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* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
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* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
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* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
  jar/com/github/jknack/handlebars/io/TemplateLoader.java
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  jar/com/github/jknack/handlebars/context/MemberValueResolver.java
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  jar/com/github/jknack/handlebars/PathExpression.java
* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
  jar/com/github/jknack/handlebars/internal/Text.java
* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
  jar/com/github/jknack/handlebars/internal/Locales.java
* /opt/cola/permits/1209075346_1633000746.75/0/handlebars-4-1-2-sources-2-
  jar/com/github/jknack/handlebars/helper/MethodHelper.java
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  jar/com/github/jknack/handlebars/HelperRegistry.java

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* /opt/cola/permits/1284951863_1646865523.05/0/ribbon-archaius-2-4-4-sources-jar/com/netflix/utils/ScheduledThreadPoolExecutorWithDynamicSize.java
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* /opt/cola/permits/1284951863_1646865523.05/0/ribbon-archaius-2-4-4-sources-jar/com/netflix/client/SimpleVipAddressResolver.java
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1.925 apiguardian-api 1.1.0
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  * /opt/cola/permits/1145177138_1616570429.40/apiguardian-api-1-1-0-sources-1-jar/org/apiguardian/api/API.java

1.926 c-ares 1.14.0

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1.927 commons-configuration 1.8

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E-Mail: janb@eclipse.com
Mailing Address: 62 Church St Balmain NSW 2041 Australia

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

javax.servlet:javax.servlet-api
javax.servlet.jsp:javax.servlet.jsp-api
org.glassfish.web:javax.servlet.jsp
org.glassfish.web:javax.servlet.jsp
org.glassfish.web:javax.servlet.jsp.jstl
org.eclipse.jetty.orbit:javax.servlet.jsp.jstl

Apache

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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<th>Date added</th>
</tr>
</thead>
<tbody>
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<td>12 September 2006</td>
</tr>
</tbody>
</table>

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* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
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* btoconnor <brian@btoconnor.net>
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* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravelosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition
* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffiatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
* Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from ``HTTPResponse.stream()``.
  * Bugfix for ``ConnectionPool.urlopen(release_conn=False)``.
  * Creation of ``HTTPConnectionPool.ResponseCls``.

* Predrag Gruevski <https://github.com/obi1kenobi>
* Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdv@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@gmail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package
* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `"long`.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `"contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `"HTTPResponse.geturl` method to provide `"urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings
* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside HTTPConnectionPool._make_request(), also for BaseExceptions.

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

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* https://github.com/eclipse-ee4j/jaxb-api

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/* /opt/cola/permits/1119151366_1608741210.49/0/netty-handler-4-1-27-final-sources-2-jar/io/netty/handler/logging/LogLevel.java */
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* /opt/cola/permits/1119151366_1608741210.49/0/netty-handler-4-1-27-final-sources-2-jar/io/netty/handler/ssl/Conscrypt.java
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* /opt/cola/permits/1119151366_1608741210.49/0/netty-handler-4-1-27-final-sources-2-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java

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* /opt/cola/permits/1119151366_1608741210.49/0/netty-handler-4-1-27-final-sources-2-
  jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1119151366_1608741210.49/0/netty-handler-4-1-27-final-sources-2-
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1.966 prometheus-procfs 0.0.5

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analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
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1.973 gotenv 1.2.0
1.973.1 Available under license :
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1.974 icu 50.2 4.el7_7
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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS = -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<

%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.a: $(srcdir)/%.cpp
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<

%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<

%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
1.975 jaxb-core 2.3.0
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/instrument/classloading/websphere/WebSphereClassPreDefinePlugin.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/instrument/classloading/SimpleLoadTimeWeaver.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/interceptor/BeanFactoryCacheOperationSourceAdvisor.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/format/datetime/joda/JodaDateTimeFormatAnnotationFormatterFactory.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/Jsr330ScopeMetadataResolver.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/validation/context/annotation/DefaultValidationMessageSource.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/validation/context/annotation/DefaultValidator.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/input/validation/DefaultValidatorFactory.java
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/**
 * {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer}
 * reference through WebSphere's proprietary {@code AdminServiceFactory} API,
 * available on WebSphere 5.1 and higher.
 *
 * <p>Exposes the {@code MBeanServer} for bean references.
 * This FactoryBean is a direct alternative to {@link MBeanServerFactoryBean},
 * which uses standard JMX 1.2 API to access the platform's MBeanServer.
 *
 * <p>See the javadocs for WebSphere's
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/jmx/MBeanServerNotFoundException.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scheduling/TaskScheduler.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scheduling/config/ExecutorBeanDefinitionParser.java

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* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/jmx/export/naming/IdentityNamingStrategy.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scripting/support/StandardScriptUtils.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/cache/annotation/CacheEvict.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/jmx/export/notification/NotificationPublisher.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scheduling/annotation/Schedules.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/cache/interceptor/KeyGenerator.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/remoting/support/RemoteInvocation.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/cache/support/CompositeCacheManager.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/format/datetime/standard/TemporalAccessorParser.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scheduling/annotation/Async.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/format/datetime/standard/DateTimeContextHolder.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/format/datetime/standard/DurationFormatter.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/context/config/PropertyPlaceholderBeanDefinitionParser.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scripting/groovy/GroovyObjectCustomizer.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scheduling/annotation/SchedulingConfigurer.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/scripting/config/LangNamespaceUtils.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/context/event/EventListener.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/context/annotation/EnableLoadTimeWeaving.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/format/support/FormatterPropertyEditorAdapter.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/jndi/JndiLocatorSupport.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/jndi/JndiLocatorDelegate.java
* /opt/cola/permits/110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1.jar/org/springframework/remoting/rmi/RmiClientInterceptorUtils.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/jmx/export/metadata/AbstractJndiLocatingBeanDefinitionParser.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/jmx/export/metadata/ManagedOperationParameter.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/jmx/export/SpringModelMBean.java

* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/interceptor/CacheEvictOperation.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/ImportRegistry.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/ImportRegistry.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/interceptor/BasicOperation.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/format/AnnotationFormatterFactory.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/ScannedGenericBeanDefinition.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/validation/validation/annotation/Validated.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/AnnotationConfigRegistry.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/cache/CacheManager.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/interceptor/CacheOperationInvocationContext.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/format/FormatterRegistry.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/scheduling/annotation/AsyncConfigurerSupport.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/scheduling/config/ContextLifecycleScheduledTaskRegistrar.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/scheduling/annotation/AsyncConfigurationSelector.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/validation/beanvalidation/MessageSourceResourceBundleLocator.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/cache/annotation/CacheAnnotationParser.java
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/**
 * Indicates that a component is only eligible for registration when all
 * [@linkplain #value specified conditions] match.
 *
 * &lt;p&gt;A &lt;em&gt;condition&lt;/em&gt; is any state that can be determined programatically
 * before the bean definition is due to be registered (see [@link Condition] for details).
 *
 * &lt;p&gt;The [@code @Conditional] annotation may be used in any of the following ways:
 * &lt;ul&gt;
 * &lt;li&gt;as a type-level annotation on any class directly or indirectly annotated with
 * [@code @Component], including [@link Configuration @Configuration] classes&lt;/li&gt;
 * &lt;li&gt;as a meta-annotation, for the purpose of composing custom stereotype
 * annotations&lt;/li&gt;
 * &lt;li&gt;as a method-level annotation on any [@link Bean @Bean] method&lt;/li&gt;
 * &lt;/ul&gt;
 *
 * &lt;p&gt;If a [@code @Configuration] class is marked with [@code @Conditional],
 * all of the [@code @Bean] methods, [@link Import @Import] annotations, and
 * [@link ComponentScan @ComponentScan] annotations associated with that
 * class will be subject to the conditions.
 *
 * &lt;p&gt;&lt;strong&gt;NOTE&lt;/strong&gt;: Inheritance of [@code @Conditional] annotations
 * is not supported; any conditions from superclasses or from overridden
 * methods will not be considered. In order to enforce these semantics,
* [@code @Conditional] itself is not declared as
* [@link java.lang.annotation.Inherited @Inherited]; furthermore, any
* custom <em>composed annotation</em> that is meta-annotated with
* [@code @Conditional] must not be declared as [@code @Inherited].

* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* @see Condition
*/

Found in path(s):
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/Conditional.java

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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/ApplicationContextInitializer.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/ApplicationEventPublisherAware.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/MessageSourceAware.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/ImportAware.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/annotation/BeanMethod.java
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* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/jmx/export/MBeanExportOperations.java
* /opt/cola/permits/1110677025_1606843962.29/0/spring-context-5-0-8-release-sources-1-jar/org/springframework/context/LifecycleProcessor.java

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 */

/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 */

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 */
Callers are expected to handle this issue type specifically.

@since 4.1

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* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/header/writers/DelegatingRequestMatcherHeaderWriter.java
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* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/method/annotation/AuthenticationPrincipalArgumentResolver.java
* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/authentication/session/ChangeSessionIdAuthenticationStrategy.java
* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/servlet/support/csrf/CsrfRequestDataValueProcessor.java
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* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/server/authentication/logout/RedirectServerLogoutSuccessHandler.java
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* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/mvc/server/transport/HttpsRedirectWebFilter.java
* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/util/matcher/RequestMatcher.java
* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/reactive/result/method/annotation/CurrentSecurityContextArgumentResolver.java

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* /opt/cola/permits/1154208196_1618916821.52/0/spring-security-web-5-4-6-sources-jar/org/springframework/security/web/util/matcher/ELRequestMatcher.java
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hadoop-hdfs-project/hadoop-
hdfs/src/main/java/org/apache/hadoop/hdfs/server/datanode/checker/AbstractFuture.java
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uriparser2 (hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/libhdfspp/third_party/uriparser2)
hadoop-yarn-project/hadoop-yarn/hadoop-yarn-server/hadoop-yarn-server-nodemanager/src/main/native/container-executor/impl/utils/cJSON.{ch}

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asio-1.10.2 (hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/libhdfspp/third_party/asio-1.10.2)
rapidxml-1.13 (hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/libhdfspp/third_party/rapidxml-1.13)
tr2 (hadoop-hdfs-project/hadoop-hdfs-native-client/src/main/native/libhdfspp/third_party/tr2)

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The following provides more details on the included cryptographic software:

This software uses the SSL libraries from the Jetty project written by mortbay.org.
Hadoop Yarn Server Web Proxy uses the BouncyCastle Java cryptography APIs written by the Legion of the Bouncy Castle Inc.

1.1006 jetty-io 9.4.43.v20210629

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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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1023 rouge 2.0.7

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* Jeremy Ashkenas -- CoffeeScript lexer
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* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/core/userdetails/UserDetailsResourceFactoryBean.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/CorsConfigurer.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/SecurityContextConfigurer.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/authentication/AuthenticationManagerBeanDefinitionParser.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/method/GlobalMethodSecurityBeanDefinitionParser.java
/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/ExceptionHandlingConfigurer.java

/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/ExpressionUrlAuthorizationConfigurer.java

/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/http/CorsBeanDefinitionParser.java

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/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/configuration/AutowireBeanFactoryObjectPostProcessor.java

/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/websocket/WebSocketMessageBrokerSecurityBeanDefinitionParser.java

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/opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configuration/WebSecurityConfigurerAdapter.java

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* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/web/server/ServerHttpSecurity.java
* /opt/ cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/oauth2/client/OAuth2LoginConfigurer.java
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* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configurers/DefaultLoginPageConfigurer.java
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* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/builders/FilterOrderRegistration.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/web/servlet/CorsDsl.kt

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* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/web/configuration/AutowiredWebSecurityConfigurersIgnoreParents.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/authentication/ProviderManagerBuilder.java
* /opt/cola/permits/1178504958_1625670918.8/0/spring-security-config-5-5-1-sources-jar/org/springframework/security/config/annotation/SecurityConfigurer.java
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figurer.java
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1.1039 jsr305 3.0.1

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 *
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* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/returnvalue/ReturnValidatorForThaiBuddhistDate.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/notempty/NotEmptyValidatorForMap.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/number/number/NumberComparatorHelper.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/notempty/NotEmptyValidatorForArraysOfDouble.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/notempty/NotEmptyValidatorForArraysOfInt.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/time/future/AbstractFutureInstantBasedValidator.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/xml/mapping/ContainerElementTypeStaxBuilder.java
* /opt/cola/permits/110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1-
jar/org/hibernate.validator/internal/constraintvalidators/br/valueextraction/OptionalValueExtractor.java
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* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator CFG/defs/AssertTrueDef.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/money/PositiveOrZeroValidatorForMonetaryAmount.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/engine/ValidatorContextImpl.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/config/package-info.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/util/classhierarchy/ClassHierarchyHelper.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/util/logging/formatter/CollectionOfClassesObjectFormatter.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/AbstractInstantBasedTimeValidator.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/metadata/aggregated/rule/OverridingMethodMustNotAlterParameterConstraints.java
* /opt/ cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForLocalDateTime.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/util/privilegedactions/SetContextClassLoader.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/mymetdata/aggregated/rule/OverridingMethodMustNotAlterParameterConstraints.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForZonedDateTime.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForMonthDay.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForHijrahDate.java
* /opt/cola/permits/1110675269_1606843471.5/0/hibernate-validator-6-0-11-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfFloat.java
null
A method-level constraint, that evaluates a script expression against the
annotated method or constructor. This constraint can be used to implement
validation routines that depend on several parameters of the annotated
executable.

Script expressions can be written in any scripting or expression language,
for which a script engine can be found on the classpath. To refer to a parameter within the scripting
expression, use its name as obtained by the active
[@link javax.validation.ParameterNameProvider]. By default, [@code arg0], [@code arg1] etc.
will be used as parameter names.

The following listing shows an example using the JavaScript engine which
comes with the JDK:

```java
@ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
public void createEvent(Date start, Date end) { ... }
```

Can be specified on any method or constructor.

@author Gunnar Morling

/*

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  jar/org/hibernate/validator/internal/util/TypeHelper.java

1.1041 isorelax 20090621

1.1041.1 Available under license:
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  jar/org/iso_relax/dispatcher/IslandSchemaReader.java
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/*
 * @(#)Id: IgnoredSchema.java,v 1.5 2003/05/30 23:46:32 kkawa Exp $

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  jar/org/iso_relax/dispatcher/IslandVerifier.java
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  jar/org/iso_relax/dispatcher/impl/DispatcherImpl.java
1.1042 classmate 1.3.4

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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1.1043 swagger-annotations 2.1.1

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* /opt/cola/permits/1125661793_1611371792.58/0/swagger-annotations-2-1-1-sources-1-jar/io/swagger/v3/oas/annotations/media/ExampleObject.java
* /opt/cola/permits/1125661793_1611371792.58/0/swagger-annotations-2-1-1-sources-1-jar/io/swagger/v3/oas/annotations/callbacks/Callback.java
1.1044 perl-pod-usage 1.63 3.el7

1.1045 jetty-util-ajax 9.4.43.v20210629

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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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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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

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

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MortBay

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

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1.1046 jackson-jaxrs 2.6.3

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1.1047 joda-time 2.8.1

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* /opt/cola/permits/1201769726_1631275823.52/0/xmlunit-core-2-8-2-sources-jar/org/xmlunit/util/package-info.java
* /opt/cola/permits/1201769726_1631275823.52/0/xmlunit-core-2-8-2-sources-jar/org/xmlunit/util/Linqy.java
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  * /opt/cola/permits/1201769726_1631275823.52/0/xmlunit-core-2-8-2-sources-jar/org/xmlunit/builder/DiffBuilder.java
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  * /opt/cola/permits/1201769726_1631275823.52/0/xmlunit-core-2-8-2-sources-jar/org/xmlunit/diff/ComparisonFormatter.java

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Julian Seward, Cambridge, UK.
jseward@acm.org
hzip2/libhzip2 version 1.0.2 of 30 December 2001

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   minibz2
   libb2.dll test program.
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   usage: minibz2 [-d] [-[1,2,..9]] [[srcfilename] destfilename]
*/
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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.

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

This file contains the following sections:

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

Other documentation files in the distribution are:
User documentation:

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

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

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

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

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

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

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

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

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

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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, lLtmain.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 LZV 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 LZV 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 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 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://ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.
ARCHIVE LOCATIONS

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
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RELATED SOFTWARE

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPPLUS 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 PBMPPLUS/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
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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO
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The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.1062 netty-buffer 4.1.30.Final

1.1063 plexus-cipher 1.4

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1.1070 jackson-dataformat-yaml 2.8.11

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1.1071 spring-framework 5.3.7

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1.1072 go-isatty 0.0.12

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1.1073 netty-handler-proxy 4.1.30.Final

1.1074 netty-codec 4.1.27.Final

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* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
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* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/ValueConverter.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
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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
 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> 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. 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)
* +----------------------------------+----------------------------------+
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------------------------------+----------------------------------+
* </pre>
*
* ch3>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)
* +----------------------------------+----------------------------------+
* | 0x00000C | 0xCAFE | "HELLO, WORLD" | 0x00000C | 0xCAFE | "HELLO, WORLD" |
* +----------------------------------+----------------------------------+
* </pre>
*
* ch3>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 |
* +----------------------------------+----------------------------------+
* </pre>
* 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.

* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>

* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>

@see LengthFieldPrepender
*/

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  jar/io.netty.handler.codec/LengthFieldBasedFrameDecoder.java
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  jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/headers/HeadersUtils.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/ProtocolDetectionState.java

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  jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-
  jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java

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/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://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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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
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* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/cola/permits/1119151384_1608741198.31/0/netty-codec-4-1-27-final-sources-2-jar/io/netty/handler/codec/MessageAggregationException.java
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- cmd/krb5/kproplog/kproplog.c
- cmd/krb5/slave/kpropd_rpc.c
- lib/gss_mechs/mech_krb5/et/kdb5_err.c
- lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
- lib/gss_mechs/mech_spnego/mech/spnego_mech.c
- lib/krb5/kadm5/kadm_host_srv_names.c
- lib/krb5/kdb/kdb_convert.c
- lib/krb5/kdb/kdb_hdr.h
- lib/krb5/kdb/kdb_log.c
- lib/krb5/kdb/kdb_log.h
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

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

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

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

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* /opt/cola/permits/1000749951_1646171538.45/0/plexus-container-default-1-0-alpha-9-stable-1-sources-
jar/org/codehaus/plexus/personality/plexus/lifecycle/phase/StoppingException.java
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* /opt/cola/permits/1000749951_1646171538.45/0/plexus-container-default-1-0-alpha-9-stable-1-sources-
  jar/org/codehaus/plexus/component/discovery/PlexusXmlComponentDiscoverer.java
* /opt/cola/permits/1000749951_1646171538.45/0/plexus-container-default-1-0-alpha-9-stable-1-sources-
  jar/org/codehaus/plexus/DuplicateChildContainerException.java
* /opt/cola/permits/1000749951_1646171538.45/0/plexus-container-default-1-0-alpha-9-stable-1-sources-
  jar/org/codehaus/plexus/component/composition/MapOrientedComponentComposer.java
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* @param <ACTUAL> the type of the "actual" value.
*
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractAssert.java
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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Char2DArrayAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/WithAssertions.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeExactlyInstanceOf.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeSubstring.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/ComparableAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveCauseReference.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/configuration/Services.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Java6JUnitSoftAssertions.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeBefore.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/FileAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/UnsatisfiedRequirement.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/CharSequenceAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldNotMatch.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeSubsetOf.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameHour.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/PredicateAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeEmptyDirectory.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ElementsShouldHave.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveExtension.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/uri/ShouldHaveAnchor.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/internal/BooleanArrays.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractPredicateAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/ProxyablePredicateAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldNotExist.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Int2DArrayAssert.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/ProxifyMethodChangingTheObjectUnderTest.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldContainSequence.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractStringAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/IterableSizeAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Abstract2DArrayAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/WritableAssertionInfo.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/ListAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/FactoryBasedNavigableIterableAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/extractor/ResultOfExtractor.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeFalse.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/internal/RealNumbers.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/internal/WholeNumbers.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Abstract2DArrayAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/Array2DAssert.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldContainInstanceOf.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameMinute.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameSecondWindow.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameMinute.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveSameHashCode.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeAbstract.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldContainValues.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveSameHashCode.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameSecondWindow.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeInSameMinute.java
* /opt/ cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/internal/AtomicReferenceArrayElementComparisonStrategy.java

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null
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/InstanceOfAssertFactory.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHave.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveNoSuppressedExceptions.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveNoSuppressedExceptions.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldBeEmpty.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/WithThrowable.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveStamp.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldHaveCauseInstance.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldNotContainKey.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/future/ShouldBeCompletedWithin.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/uri/ShouldHaveFragment.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/error/ShouldContainsOnlyOnce.java
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractOptionalIntAssert.java
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*/
* Base class for all implementations of assertions for [@link InputStream].
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
*
* @author Matthieu Baechler
* @author Mikhail Mazursky
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractInputStreamAssert.java
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*/

/**
* Base class for implementations of <code>{@link ObjectEnumerableAssert}</code> whose actual value type is
* <code>{@link Collection}</code>. 
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
* @author Yvonne Wang
* @author Alex Ruiz
* @author Mathieu Baechler
* @author Joel Costigliola
* @author Maciej Jaskowski
* @author Nicolas François

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Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractIterableAssert.java
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*/
/**
* Base class for all implementations of assertions for [ @link List]s.
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>" for more details.
* @param <ACTUAL> the type of the "actual" value.
* @param <ELEMENT> the type of elements of the "actual" value.
* @param <ELEMENT_ASSERT> used for navigational assertions to return the right assert type.
* @author Yvonne Wang
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Jacek Jackowiak
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractListAssert.java
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  */
/**
 * Base class for all implementations of assertions for [Map]s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 * @param <ACTUAL> the type of the "actual" value.
 * @param <K> the type of keys in the map.
 * @param <V> the type of values in the map.
 *
 * @author David DIDIER
 * @author Yvonne Wang
 * @author Alex Ruiz
 * @author Mikhail Mazursky
 * @author Nicolas François
 * @author dorzey
 * @author Filip Hrisafov
 */

Found in path(s):
/⋯/assertj-core-3-19-0-sources.jar/org/assertj/core/api/AbstractMapAssert.java

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*/
/**
* Assertions methods applicable to groups of objects (e.g. arrays or collections.)
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* @param <ELEMENT> the type of elements of the "actual" value.
*
* @author Yvonne Wang
* @author Alex Ruiz
* @author Nicolas François
* @author Mikhail Mazursky
* @author Joel Costigliola
* @author Nicolas François
* @author Florent Biville
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.60/assertj-core-3-19-0-sources-jar/org/assertj/core/api/ObjectEnumerableAssert.java
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*/
/**
* Base class for all implementations of assertions for [ @link Date]s.
* 
* Note that assertions with date parameter comes with two flavor, one is obviously a [ @link Date] and the other is a
* [ @link String ] representing a Date.
* 
* For the latter, the default format follows ISO 8901 : "yyyy-MM-dd", user can override it with a custom format by
* calling { @link #withDateFormat(DateFormat) }. 
*/
* The user custom format will then be used for all next Date assertions (i.e not limited to the current assertion) in
* the test suite.<br>
* To turn back to default format, simply call { @link #withDefaultDateFormatsOnly() }.
* 
* @param <SELF> the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY"
* target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>" for
* more details.
* @author Tomasz Nurkiewicz (thanks for giving assertions idea)
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author William Delanoue
* @author Michal Kordas
* @author Eddú Meléndez
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-
  jar/org/assertj/core/api/AbstractDateAssert.java

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*/
/**
* Base class for all implementations of assertions for { @link Throwable }s.
* 
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY"
* target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot;
* for more details.
* @param <ACTUAL> the type of the "actual" value.
* 
* @author David DIDIER
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Jack Gough
* @author Mike Gilchrist
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractThrowableAssert.java
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*/
/**
* Base class for all implementations of assertions for [Float].
*
* @param SELF the "self" type of this assertion class. Please read "<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>" for more details.
*
* @author Drummond Dawson
* @author Yvonne Wang
* @author Alex Ruiz
* @author Ansgar Konermann
* @author Mikhail Mazursky
* @author Nicolas François
* @author Jin Kwon
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractFloatAssert.java
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/**
 * Base class for all implementations of assertions for [ @link Byte ]s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Drummond Dawson
 * @author Yvonne Wang
 * @author David DIDIER
 * @author Ansgar Konermann
 * @author Alex Ruiz
 * @author Mikhail Mazursky
 * @author Nicolas François
 * @author Cal027
 */

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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractByteAssert.java

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 *
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 */

/**
 * Base class for all implementations of assertions for [ @link Double ]s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Drummond Dawson
 * @author Yvonne Wang
 * @author David DIDIER
 */
* @author Alex Ruiz
* @author Ansgar Konermann
* @author Joel Costigliola
* @author Mikhail Mazursky
* @author Nicolas François
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractDoubleAssert.java
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 */
/**
 * Base class for all implementations of assertions for [@link Integer]s.
 *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;&lt;a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 *
 * @author Drummond Dawson
 * @author Yvonne Wang
 * @author David DIDIER
 * @author Ansgar Konermann
 * @author Alex Ruiz
 * @author Joel Costigliola
 * @author Mikhail Mazursky
 * @author Nicolas François
 * @author Cal027
 */

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* Base class for all implementations of assertions for [@link Class]es.
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
*
* @author William Delanoue
* @author Mikhail Mazursky
*/

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* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.

* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Alex Ruiz
* @author Joel Costigliola
* @author Mikhail Mazursky
*/

Found in path(s):
* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractCharacterAssert.java

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 */
/**
 * Base class for all implementations of assertions for \{@link Object\}s.
 * *
 * @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
 * *
 * @author Yvonne Wang
 * @author Alex Ruiz
 * @author Nicolas François
 * @author Mikhail Mazursky
 * @author Joel Costigliola
 */
* @author Libor Ondrusek
*/

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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractObjectAssert.java
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* Base class for all implementations of assertions for { @link Boolean}s.
* *
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API implementation</a>&quot; for more details.
* *
* @author Alex Ruiz
* @author Yvonne Wang
* @author David DIDIER
* @author Ansgar Konermann
* @author Mikhail Mazursky
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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractBooleanAssert.java
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* Base class for all implementations of assertions for [@link LongAdder)s.
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API</a>&quot; for more details.
*
* @author Grzegorz Piwowarek
* @since 3.16.0
*/

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* /opt/cola/permits/1201769783_1631275819.6/0/assertj-core-3-19-0-sources-jar/org/assertj/core/api/AbstractLongAdderAssert.java

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* Base class for all implementations of assertions for [@code CharSequence)s.
*
* @param <SELF> the "self" type of this assertion class. Please read &quot;<a href="http://bit.ly/1IZIRcY" target="_blank">Emulating 'self types' using Java Generics to simplify fluent API</a>&quot; for more details.
*
* @param <ACTUAL> the type of the "actual" value.
*
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*/opt/cola/permits/1284951042_1646865574.33/0/spring-cloud-config-client-3-0-4-sources-jar/org/springframework/cloud/config/client/ConfigServerConfigDataLocationResolver.java
*/opt/cola/permits/1284951042_1646865574.33/0/spring-cloud-config-client-3-0-4-sources-jar/org/springframework/cloud/config/client/ConfigServerBootstrapper.java
*/opt/cola/permits/1284951042_1646865574.33/0/spring-cloud-config-client-3-0-4-sources-jar/org/springframework/cloud/config/client/ConfigClientRetryBootstrapper.java
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* /opt/cola/permits/1284951042_1646865574.33/0/spring-cloud-config-client-3-0-4-sources-jar/org/springframework/cloud/config/client/ConfigServerConfigDataMissingEnvironmentPostProcessor.java

1.1087 dracut 033-572.el7

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import org.elasticsearch.rest.RestStatus;
import java.io.IOException;
import java.util.ArrayList;
import java.util.Collections;
import java.util.HashMap;
import java.util.List;
import java.util.Map;
import java.util.Objects;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.constructorArg;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.optionalConstructorArg;
import static org.elasticsearch.common.xcontent.XContentParserUtils.ensureExpectedToken;

1.1089 elasticsearch-rest-high-level-client
6.5.4
1.1089.1 Available under license:

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 */

import org.elasticsearch.common.ParseField;
import org.elasticsearch.common.collect.Tuple;
import org.elasticsearch.common.xcontent.ConstructingObjectParser;
import org.elasticsearch.common.xcontent.XContentParseException;
import org.elasticsearch.common.xcontent.XContentParser;
import org.elasticsearch.rest.RestStatus;
import java.io.IOException;
import java.util.ArrayList;
import java.util.Collections;
import java.util.HashMap;
import java.util.List;
import java.util.Map;
import java.util.Objects;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.constructorArg;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.optionalConstructorArg;
import static org.elasticsearch.common.xcontent.XContentParserUtils.ensureExpectedToken;

import java.io.IOException;
import java.util.Arrays;
import java.util.List;
import java.util.Map;
import static java.util.Collections.emptyList;

import static org.elasticsearch.common.xcontent.ConstructingObjectParser.constructorArg;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.optionalConstructorArg;
import static org.elasticsearch.common.xcontent.XContentParserUtils.ensureExpectedToken;

import org.elasticsearch.action.support.WriteRequest;
public class StartBasicResponse {

    private static final ConstructingObjectParser<StartBasicResponse, Void> PARSER = new 
    ConstructingObjectParser<
            "start_basic_response", true, (a, v) -> {
        boolean basicWasStarted = (Boolean) a[0];
        String errorMessage = (String) a[1];

        if (basicWasStarted) {
            return new StartBasicResponse(StartBasicResponse.Status.GENERATED_BASIC);
        }
        StartBasicResponse.Status status = StartBasicResponse.Status.fromErrorMessage(errorMessage);
        @SuppressWarnings("unchecked") Tuple<String, Map<String, String[]>> acknowledgements = (Tuple<String, 
                Map<String, String[]>>) a[2];
        return new StartBasicResponse(status, acknowledgements.v2(), acknowledgements.v1());
    });

    static {
        PARSER.declareBoolean(constructorArg(), new ParseField("basic_was_started"));
        PARSER.declareString(optionalConstructorArg(), new ParseField("error_message"));
        PARSER.declareObject(optionalConstructorArg(), (parser, v) -> {
            Map<String, String[]> acknowledgeMessages = new HashMap<>();
            String message = null;
            XContentParser.Token token;
            String currentFieldName = null;
            while ((token = parser.nextToken()) != XContentParser.Token.END_OBJECT) {
                if (token == XContentParser.Token.FIELD_NAME) {
                    currentFieldName = parser.currentName();
                } else {
                    if (currentFieldName == null) {
                        throw new XContentParseException(parser.getTokenLocation(), "expected message header or 
                                   acknowledgement");
                    } else {
                        if (token != XContentParser.Token.START_ARRAY) {
                            throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement 
                                      type");
                        }
                        List<String> acknowledgeMessagesList = new ArrayList<>();
                        while ((token = parser.nextToken()) != XContentParser.Token.END_ARRAY) {
                            if (token != XContentParser.Token.START_ARRAY) {
                                throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement 
                                          type");
                            }
                            // Acknowledge message parsing logic...
                        }
                        acknowledgeMessagesList.add(parser.text());
                    }
                }
            }
            // Acknowledge messages processing...
        });
    }
}
acknowledgeMessages.put(currentFieldName, acknowledgeMessagesList.toArray(new String[0]));
}
}
return new Tuple<>(message, acknowledgeMessages);
},
new ParseField("acknowledge");
}

private Map<String, String[]> acknowledgeMessages;
private String acknowledgeMessage;

enum Status {
    GENERATED_BASIC(true, null, RestStatus.OK),
    ALREADY_USING_BASIC(false, "Operation failed: Current license is basic.", RestStatus.FORBIDDEN),
    NEED_ACKNOWLEDGEMENT(false, "Operation failed: Needs acknowledgement.", RestStatus.OK);

    private final boolean isBasicStarted;
    private final String errorMessage;
    private final RestStatus restStatus;
    Status(boolean isBasicStarted, String errorMessage, RestStatus restStatus) {
        this.isBasicStarted = isBasicStarted;
        this.errorMessage = errorMessage;
        this.restStatus = restStatus;
    }

    String getErrorMessage() {
        return errorMessage;
    }

    boolean isBasicStarted() {
        return isBasicStarted;
    }

    static StartBasicResponse.Status fromErrorMessage(final String errorMessage) {
        final StartBasicResponse.Status[] values = StartBasicResponse.Status.values();
        for (StartBasicResponse.Status status : values) {
            if (Objects.equals(status.errorMessage, errorMessage)) {
                return status;
            }
        }
        throw new IllegalArgumentException("No status for error message ['" + errorMessage + "]");
    }

    private StartBasicResponse.Status status;
public StartBasicResponse() {
}

StartBasicResponse(StartBasicResponse.Status status) {
    this(status, Collections.emptyMap(), null);
}

StartBasicResponse(StartBasicResponse.Status status,
    Map<String, String[]> acknowledgeMessages, String acknowledgeMessage) {
    this.status = status;
    this.acknowledgeMessages = acknowledgeMessages;
    this.acknowledgeMessage = acknowledgeMessage;
}

public boolean isAcknowledged() {
    return status != StartBasicResponse.Status.NEED_ACKNOWLEDGEMENT;
}

public boolean isBasicStarted() {
    return status.isBasicStarted;
}

public String getErrorMessage() {
    return status.errorMessage;
}

public String getAcknowledgeMessage() {
    return acknowledgeMessage;
}

public Map<String, String[]> getAcknowledgeMessages() {
    return acknowledgeMessages;
}

public static StartBasicResponse fromXContent(XContentParser parser) throws IOException {
    return PARSER.parse(parser, null);
}

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 */
package org.elasticsearch.client.license;

import org.elasticsearch.common.ParseField;
import org.elasticsearch.common.collect.Tuple;
import org.elasticsearch.common.xcontent.ConstructingObjectParser;
import org.elasticsearch.common.xcontent.XContentParseException;
import org.elasticsearch.common.xcontent.XContentParser;
import java.io.IOException;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.List;
import java.util.Map;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.constructorArg;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.optionalConstructorArg;

public class StartTrialResponse {
    private static final ConstructingObjectParser<StartTrialResponse, Void> PARSER = new ConstructingObjectParser<StartTrialResponse, Void>(
        "start_trial_response",
        true,
        (Object[] arguments, Void aVoid) -> {
            final boolean acknowledged = (boolean) arguments[0];
            final boolean trialWasStarted = (boolean) arguments[1];
            final String licenseType = (String) arguments[2];
            final String errorMessage = (String) arguments[3];
            @SuppressWarnings("unchecked")
            final Tuple<String, Map<String, String[]>> acknowledgeDetails = (Tuple<String, Map<String, String[]>>) arguments[4];
            final String acknowledgeHeader;
            final Map<String, String[]> acknowledgeMessages;
            if (acknowledgeDetails != null) {
                acknowledgeHeader = acknowledgeDetails.v1();
                acknowledgeMessages = acknowledgeDetails.v2();
        
    } else {
        acknowledgeHeader = null;
        acknowledgeMessages = null;
    }
    
    final boolean acknowledged = acknowledged;
    final boolean trialWasStarted = trialWasStarted;
    final String licenseType = licenseType;
    final String errorMessage = errorMessage;
    
    @Override
    public String toString() {
        return AcknowledgeDetailsToString(acknowledgeDetails);
    }

    private static String AcknowledgeDetailsToString(Tuple<String, Map<String, String[]>> tuple) {
        final String acknowledgeHeader = tuple.v1();
        final Map<String, String[]> acknowledgeMessages = tuple.v2();
        final StringBuilder result = new StringBuilder("Acknowledge Details:
" + acknowledgeHeader + ",
" + AcknowledgeHeaderToString(acknowledgeHeader) + ",
" + AcknowledgeMessagesToString(acknowledgeMessages) + 
" + acknowledgeDetails + ");
        return result.toString();
    }

    private static String AcknowledgeHeaderToString(String acknowledgeHeader) {
        return "Acknowledge Header:
" + acknowledgeHeader;}

    private static String AcknowledgeMessagesToString(Map<String, String[]> acknowledgeMessages) {
        return "Acknowledge Messages:
" + AcknowledgeMessageToString(acknowledgeMessages);
    }

    private static String AcknowledgeMessageToString(Map<String, String[]> acknowledgeMessages) {
        final StringBuilder result = new StringBuilder("Acknowledge Messages:
");
        for (Map.Entry<String, String[]> entry : acknowledgeMessages.entrySet()) {
            final String key = entry.getKey();
            final String[] values = entry.getValue();
            if (values.length > 0) {
                final String value = values[0];
                result.append("" + key + " = " + value + ",");
            }
        }
        return result.toString();
    }

    // Other methods and constructors...
}

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*/
acknowledgeDetails.v2();
}
else {
    acknowledgeHeader = null;
    acknowledgeMessages = null;
}

return new StartTrialResponse(acknowledged, trialWasStarted, licenseType, errorMessage,
    acknowledgeHeader,
    acknowledgeMessages);
};

static {
    PARSER.declareBoolean(constructorArg(), new ParseField("acknowledged"));
    PARSER.declareBoolean(constructorArg(), new ParseField("trial_was_started"));
    PARSER.declareString(optionalConstructorArg(), new ParseField("type"));
    PARSER.declareString(optionalConstructorArg(), new ParseField("error_message"));
    // todo consolidate this parsing with the parsing in PutLicenseResponse
    PARSER.declareObject(optionalConstructorArg(), (parser, aVoid) -> {
        final Map<String, String[]> acknowledgeMessages = new HashMap<>();
        String message = null;
        final Map<String, Object> parsedMap = parser.map();
        for (Map.Entry<String, Object> entry : parsedMap.entrySet()) {
            if (entry.getKey().equals("message")) {
                if (entry.getValue() instanceof String) {
                    message = (String) entry.getValue();
                } else {
                    throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement header type");
                }
            } else {
                if (entry.getValue() instanceof List) {
                    final List<String> messageStrings = new ArrayList<>();
                    @SuppressWarnings("unchecked")
                    final List<Object> messageObjects = (List<Object>) entry.getValue();
                    for (Object messageObject : messageObjects) {
                        if (messageObject instanceof String) {
                            messageStrings.add((String) messageObject);
                        } else {
                            throw new XContentParseException(parser.getTokenLocation(), "expected text in acknowledgement message");
                        }
                    }
                    acknowledgeMessages.put(entry.getKey(), messageStrings.toArray(new String[messageStrings.size()]));
                } else {
                    throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement message");
                }
            }
        }
    });
}
throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement message type");
}
}
}

if (message == null) {
    throw new XContentParseException(parser.getTokenLocation(), "expected acknowledgement header");
}

return new Tuple<>(message, acknowledgeMessages);
}, new ParseField("acknowledge");
}

public static StartTrialResponse fromXContent(XContentParser parser) throws IOException {
    return PARSER.apply(parser, null);
}

private final boolean acknowledged;
private final boolean trialWasStarted;
private final String licenseType;
private final String errorMessage;
private final String acknowledgeHeader;
private final Map<String, String[]> acknowledgeMessages;

public StartTrialResponse(boolean acknowledged, boolean trialWasStarted, String licenseType, String errorMessage, String acknowledgeHeader, Map<String, String[]> acknowledgeMessages) {
    this.acknowledged = acknowledged;
    this.trialWasStarted = trialWasStarted;
    this.licenseType = licenseType;
    this.errorMessage = errorMessage;
    this.acknowledgeHeader = acknowledgeHeader;
    this.acknowledgeMessages = acknowledgeMessages;
}

/**
 * Returns true if the request that corresponds to this response acknowledged license changes that would occur as a
 * result of starting
 * a trial license
 */
public boolean isAcknowledged() {
    return acknowledged;
}
/**
 * Returns true if a trial license was started as a result of the request corresponding to this response. Returns false
 * if the cluster
 * did not start a trial, or a trial had already been started before the corresponding request was made
 */
public boolean isTrialWasStarted() {
    return trialWasStarted;
}

/**
 * If a trial license was started as a result of the request corresponding to this response (see{@link
 #isTrialWasStarted()}) then
 * returns the type of license that was started on the cluster. Returns null otherwise
 */
public String getLicenseType() {
    return licenseType;
}

/**
 * If a trial license was not started as a result of the request corresponding to this response (see{@link
 #isTrialWasStarted()}) then
 * returns a brief message explaining why the trial could not be started. Returns false otherwise
 */
public String getErrorMessage() {
    return errorMessage;
}

/**
 * If the request corresponding to this response did not acknowledge licensing changes that would result from
 * starting a trial license
 * (see{@link #isAcknowledged()}), returns a message describing how the user must acknowledge licensing
 * changes as a result of
 * such a request. Returns null otherwise
 */
public String getAcknowledgeHeader() {
    return acknowledgeHeader;
}

/**
 * If the request corresponding to this response did not acknowledge licensing changes that would result from
 * starting a trial license
 * (see{@link #isAcknowledged()}) returns a map. The map’s keys are names of commercial Elasticsearch
 * features, and their values are
 * messages about how those features will be affected by licensing changes as a result of starting a trial license
 */
public Map<String, String[]> getAcknowledgeMessages() {
}
public final class PutLicenseResponse {

    return acknowledgeMessages;

}

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*/

package org.elasticsearch.client.license;

import org.elasticsearch.common.ParseField;
import org.elasticsearch.common.collect.Tuple;
import org.elasticsearch.common.xcontent.ConstructingObjectParser;
import org.elasticsearch.common.xcontent.XContentParseException;
import org.elasticsearch.common.xcontent.XContentParser;
import org.elasticsearch.client.common.ProtocolUtils;
import java.io.IOException;
import java.util.ArrayList;
import java.util.Collections;
import java.util.HashMap;
import java.util.List;
import java.util.Map;
import java.util.Objects;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.constructorArg;
import static org.elasticsearch.common.xcontent.ConstructingObjectParser.optionalConstructorArg;

public final class PutLicenseResponse {

    return acknowledgeMessages;

}
private static final ConstructingObjectParser<PutLicenseResponse, Void> PARSER = new ConstructingObjectParser<\n    "put_license_response", true, (a, v) -> {\n    boolean acknowledged = (Boolean) a[0];\n    LicensesStatus licensesStatus = LicensesStatus.fromString((String) a[1]);\n    @SuppressWarnings("unchecked") Tuple<String, Map<String, String[]>> acknowledgements = (Tuple<String,\n        Map<String, String[]>>>) a[2];\n    if (acknowledgements == null) {\n        return new PutLicenseResponse(acknowledged, licensesStatus);\n    } else {\n        return new PutLicenseResponse(acknowledged, licensesStatus, acknowledgements.v1(),\n            acknowledgements.v2());\n    }\n});\n
static {\n    PARSER.declareBoolean(constructorArg(), new ParseField("acknowledged"));\n    PARSER.declareString(constructorArg(), new ParseField("license_status"));\n    PARSER.declareObject(optionalConstructorArg(), (parser, v) -> {\n        Map<String, String[]> acknowledgeMessages = new HashMap<>();\n        String message = null;\n        XContentParser.Token token;\n        String currentFieldName = null;\n        while ((token = parser.nextToken()) != XContentParser.Token.END_OBJECT) {\n            if (token == XContentParser.Token.FIELD_NAME) {\n                currentFieldName = parser.currentName();\n            } else {\n                if (currentFieldName == null) {\n                    throw new XContentParseException(parser.getTokenLocation(), "expected message header or\n                        acknowledgement");\n                }\n                if ("message".equals(currentFieldName)) {\n                    if (token != XContentParser.Token.VALUE_STRING) {\n                        throw new XContentParseException(parser.getTokenLocation(), "unexpected message header\n                            type");\n                    }\n                    message = parser.text();\n                } else {\n                    if (token != XContentParser.Token.START_ARRAY) {\n                        throw new XContentParseException(parser.getTokenLocation(), "unexpected acknowledgement\n                            type");\n                    }\n                    List<String> acknowledgeMessagesList = new ArrayList<>();\n                    while ((token = parser.nextToken()) != XContentParser.Token.END_ARRAY) {\n                        if (token != XContentParser.Token.VALUE_STRING) {\n                            throw new XContentParseException(parser.getTokenLocation(), "unexpected
private boolean acknowledged;
private LicensesStatus status;
private Map<String, String[]> acknowledgeMessages;
private String acknowledgeHeader;

public PutLicenseResponse() {
    
}

public PutLicenseResponse(boolean acknowledged, LicensesStatus status) {
    this(acknowledged, status, null, Collections.<String, String[]>emptyMap());
}

public PutLicenseResponse(boolean acknowledged, LicensesStatus status, String acknowledgeHeader,
    Map<String, String[]> acknowledgeMessages) {
    this.acknowledged = acknowledged;
    this.status = status;
    this.acknowledgeHeader = acknowledgeHeader;
    this.acknowledgeMessages = acknowledgeMessages;
}

public boolean isAcknowledged() {
    return acknowledged;
}

public LicensesStatus status() {
    return status;
}

public Map<String, String[]> acknowledgeMessages() {
    return acknowledgeMessages;
}

public String acknowledgeHeader() {
    return acknowledgeHeader;
}
public static PutLicenseResponse fromXContent(XContentParser parser) throws IOException {
    return PARSER.parse(parser, null);
}

@Override
public boolean equals(Object o) {
    if (this == o) return true;
    if (o == null || getClass() != o.getClass()) return false;
    if (!super.equals(o)) return false;
    PutLicenseResponse that = (PutLicenseResponse) o;
    return status == that.status &&
            ProtocolUtils.equals(acknowledgeMessages, that.acknowledgeMessages) &&
            Objects.equals(acknowledgeHeader, that.acknowledgeHeader);
}

@Override
public int hashCode() {
    return Objects.hash(super.hashCode(), status, ProtocolUtils.hashCode(acknowledgeMessages),
            acknowledgeHeader);
}

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 */
package org.elasticsearch.client.license;
import org.elasticsearch.client.TimedRequest;

public class StartBasicRequest extends TimedRequest {
    private final boolean acknowledge;

public StartBasicRequest() {
    this(false);
}

public StartBasicRequest(boolean acknowledge) {
    this.acknowledge = acknowledge;
}

public boolean isAcknowledge() {
    return acknowledge;
}

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*/

package org.elasticsearch.client.license;

public class GetLicenseResponse {

    private String license;

    GetLicenseResponse() {
    }

    public GetLicenseResponse(String license) {
        this.license = license;
    }

    public String getLicenseDefinition() {
        return license;
    }
}
package org.elasticsearch.client.license;

import org.elasticsearch.client.TimedRequest;

public class DeleteLicenseRequest extends TimedRequest {

}
public class PutLicenseRequest extends TimedRequest {

    private String licenseDefinition;
    private boolean acknowledge = false;

    public PutLicenseRequest() {
    }

    public void setLicenseDefinition(String licenseDefinition) {
        this.licenseDefinition = licenseDefinition;
    }

    public String getLicenseDefinition() {
        return licenseDefinition;
    }

    public void setAcknowledge(boolean acknowledge) {
        this.acknowledge = acknowledge;
    }

    public boolean isAcknowledge() {
        return acknowledge;
    }

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     */

    package org.elasticsearch.client.license;

    import org.elasticsearch.client.Validatable;
public class GetLicenseRequest implements Validatable {

    protected boolean local = false;

    public GetLicenseRequest() {
    }

    public boolean isLocal() {
        return local;
    }

    public void setLocal(boolean local) {
        this.local = local;
    }
}

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package org.elasticsearch.client.license;

import java.util.Locale;

public enum LicensesStatus {
    VALID((byte) 0),
    INVALID((byte) 1),
    EXPIRED((byte) 2);

    private final byte id;
    LicensesStatus(byte id) {
        this.id = id;
    }
}

import java.util.Locale;

public enum LicensesStatus { 
    VALID((byte) 0),
    INVALID((byte) 1),
    EXPIRED((byte) 2);

    private final byte id;

    LicensesStatus(byte id) {
        this.id = id;
    }
}
public int id() {
    return id;
}

public static LicensesStatus fromId(int id) {
    if (id == 0) {
        return VALID;
    } else if (id == 1) {
        return INVALID;
    } else if (id == 2) {
        return EXPIRED;
    } else {
        throw new IllegalStateException("no valid LicensesStatus for id=" + id);
    }
}

@Override
public String toString() {
    return this.name().toLowerCase(Locale.ROOT);
}

public static LicensesStatus fromString(String value) {
    switch (value) {
        case "valid":
            return VALID;
        case "invalid":
            return INVALID;
        case "expired":
            return EXPIRED;
        default:
            throw new IllegalArgumentException("unknown licenses status [" + value + "]");
    }
}

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 */

package org.elasticsearch.client.license;

/**
 * Status of an X-Pack license.
 */

public enum LicenseStatus {

    ACTIVE("active"),
    INVALID("invalid"),
    EXPIRED("expired");

    private final String label;

    LicenseStatus(String label) {
        this.label = label;
    }

    public String label() {
        return label;
    }
public static LicenseStatus fromString(String value) {
    switch (value) {
    case "active":
        return ACTIVE;
    case "invalid":
        return INVALID;
    case "expired":
        return EXPIRED;
    default:
        throw new IllegalArgumentException("unknown license status [" + value + "]");
    }
}

/package org.elasticsearch.client.license;

import org.elasticsearch.client.Validatable;
import org.elasticsearch.common.Nullable;

public class StartTrialRequest implements Validatable {

    private final boolean acknowledge;
    private final String licenseType;

    public StartTrialRequest() {
        this(false);
    }

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 */

package org.elasticsearch.client.license;

import org.elasticsearch.client.Validatable;
import org.elasticsearch.common.Nullable;

public class StartTrialRequest implements Validatable {

    private final boolean acknowledge;
    private final String licenseType;

    public StartTrialRequest() {
        this(false);
    }
}
public StartTrialRequest(boolean acknowledge) {
    this(acknowledge, null);
}

public StartTrialRequest(boolean acknowledge, @Nullable String licenseType) {
    this.acknowledge = acknowledge;
    this.licenseType = licenseType;
}

public boolean isAcknowledge() {
    return acknowledge;
}

public String getLicenseType() {
    return licenseType;
}

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1.1102 perl-http-tiny 0.033 3.el7

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1.1103 guice 3.2.5

1.1104 commons-compress 1.18

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  jar/com/google/gson/internal/LinkedTreeMap.java
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 * /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/TypeAdapters.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/TypeAdapter.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java

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  jar/com/google/gson/stream/JsonToken.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonWriter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonScope.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/MalformedJsonException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/stream/JsonReader.java
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  jar/com/google/gson/internal/LazilyParsedNumber.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/SqlDateTypeAdapter.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/ConstructorConstructor.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/bind/TimeTypeAdapter.java
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jar/com/google/gson/JsonSyntaxException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/UnsafeAllocator.java

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1.1118 stack 2.6.4-20200908

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1.1119 jwt-go 4.0.0-preview1
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package api

import (
    "io/ioutil"
    "strings"
    "time"
)

type License struct {
    // The unique identifier of the license
    LicenseID string `json:"license_id"

    // The customer ID associated with the license
    CustomerID string `json:"customer_id"

    // If set, an identifier that should be used to lock the license to a particular site, cluster, etc.
    InstallationID string `json:"installation_id"

    // The time at which the license was issued
    IssueTime time.Time `json:"issue_time"

    // The time at which the license starts being valid
    StartTime time.Time `json:"start_time"

    // The time after which the license expires
    ExpirationTime time.Time `json:"expiration_time"

    // The time at which the license ceases to function and can no longer be used in any capacity
    TerminationTime time.Time `json:"termination_time"
// The product the license is valid for
Product string `json:"product"

// License Specific Flags
Flags map[string]interface{} `json:"flags"

// Modules is a list of the licensed enterprise modules
Modules []string `json:"modules"

// List of features enabled by the license
Features []string `json:"features"

}

type LicenseReply struct {
    Valid bool
    License *License
    Warnings []string
}

func (op *Operator) LicenseGet(q *QueryOptions) (*LicenseReply, error) {
    var reply LicenseReply
    if _, err := op.c.query("/v1/operator/license", &reply, q); err != nil {
        return nil, err
    } else {
        return &reply, nil
    }
}

func (op *Operator) LicenseGetSigned(q *QueryOptions) (string, error) {
    r := op.c.newRequest("GET", "/v1/operator/license")
    r.params.Set("signed", "1")
    r.setQueryOptions(q)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return "", err
    }
    defer resp.Body.Close()

    data, err := ioutil.ReadAll(resp.Body)
    if err != nil {
        return "", err
    }

    return string(data), nil
}

// LicenseReset will reset the license to the builtin one if it is still valid.
// If the builtin license is invalid, the current license stays active.
func (op *Operator) LicenseReset(opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("DELETE", "/v1/operator/license")
    r.setWriteOptions(opts)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }

    return &reply, nil
}

func (op *Operator) LicensePut(license string, opts *WriteOptions) (*LicenseReply, error) {
    var reply LicenseReply
    r := op.c.newRequest("PUT", "/v1/operator/license")
    r.setWriteOptions(opts)
    r.body = strings.NewReader(license)
    _, resp, err := requireOK(op.c.doRequest(r))
    if err != nil {
        return nil, err
    }
    defer resp.Body.Close()

    if err := decodeBody(resp, &reply); err != nil {
        return nil, err
    }

    return &reply, nil
}

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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https://github.com/golang/protobuf

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Squirrel
The Masterminds
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Configurable modular Prometheus exporter for various node metrics.

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package minio

import (  "bytes"  "context"  "encoding/xml"  "fmt"  "net/http"  "net/url"

    "github.com/minio/minio-go/v7/pkg/s3utils"
)

// objectLegalHold - object legal hold specified in
// https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html

type objectLegalHold struct {
    XMLNS string  `xml:"xmlns,attr,omitempty"
    XMLName xml.Name  `xml:"LegalHold"
    Status LegalHoldStatus  `xml:"Status,omitempty"
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (
    // LegalHoldEnabled indicates legal hold is enabled
    LegalHoldEnabled LegalHoldStatus = "ON"

    // LegalHoldDisabled indicates legal hold is disabled
    LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {
    if status == nil {
        return nil, fmt.Errorf("Status not set")
    }
    if !status.IsValid() {
        return nil, fmt.Errorf("invalid legal hold status "+\"%\"", status)
    }
    legalHold := &objectLegalHold{
        Status: *status,
    }
    return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts PutObjectLegalHoldOptions) error {
// Input validation.
if err := s3utils.CheckValidBucketName(bucketName); err != nil {
return err
}

if err := s3utils.CheckValidObjectName(objectName); err != nil {
    return err
}

// Get resources properly escaped and lined up before
// using them in http request.
urlValues := make(url.Values)
urlValues.Set("legal-hold", ")

if opts.VersionID != "" {
}

lh, err := newObjectLegalHold(opts.Status)
if err != nil {
    return err
}

lhData, err := xml.Marshal(lh)
if err != nil {
    return err
}

reqMetadata := requestMetadata{
    bucketName:       bucketName,
    objectName:       objectName,
    queryValues:      urlValues,
    contentBody:      bytes.NewReader(lhData),
    contentLength:    int64(len(lhData)),
    contentMD5Base64: sumMD5Base64(lhData),
    contentSHA256Hex: sum256Hex(lhData),
}

// Execute PUT Object Legal Hold.
defer closeResponse(resp)
if err != nil {
    return err
}
if resp != nil {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
return nil
// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return nil, err
    }
    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", ")

    if opts.VersionID != "" {
    }

    // Execute GET on bucket to list objects.
    resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
        bucketName:       bucketName,
        objectName:       objectName,
        queryValues:      urlValues,
        contentSHA256Hex: emptySHA256Hex,
    })
    defer closeResponse(resp)
    if err != nil {
        return nil, err
    }
    if resp != nil {
        if resp.StatusCode != http.StatusOK {
            return nil, httpRespToErrorResponse(resp, bucketName, objectName)
        }
    }
    lh := &objectLegalHold{
    if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
        return nil, err
    }

    return &lh.Status, nil
}

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package spec

import (
    "encoding/json"
    "github.com/go-openapi/swag"
)

// License information for the exposed API.

// For more information: http://goo.gl/8us55a/licenseObject

// LicenseProps holds the properties of a License object

type License struct {
    LicenseProps
    VendorExtensible
}

// UnmarshalJSON hydrates License from json

func (l *License) UnmarshalJSON(data []byte) error {
    if err := json.Unmarshal(data, &l.LicenseProps); err != nil {
        return err
    }
    return json.Unmarshal(data, &l.VendorExtensible)
}

// MarshalJSON produces License as json

func (l License) MarshalJSON() ([]byte, error) {
    b1, err := json.Marshal(l.LicenseProps)
    if err != nil {
        return nil, err
    }
    b2, err := json.Marshal(l.VendorExtensible)
    return b1, err
}
if err != nil {
    return nil, err
}
return swag.ConcatJSON(b1, b2), nil

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1.1122 strace 4.24-6.el7

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- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
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- javaee_web_services_client_1_3.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd

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e}|e[t]=n},function(n,r,i){for(var a in r)e.call(r,a)&(t=(n,a,r[a],i))})(a.hasOwnProperty),B=function(e){var t=typeof e;return null!==e?e.valueOf():null}(),function(e){for(var a in r)e.call(r,a)&&t(n,a,r[a],i)}}(a.hasOwnProperty),B=function(e){var t=typeof e;return null===e||"object"!==t&&"function"!==t},c=isNaN||function(e){return e!==e},N={ToInteger:function(e){var t=+e;return c(t)?t=0:0!==t&&t!==1/0&&t!==-(1/0)&&(t=(t>0||-1)*Math.floor(Math.abs(t))),t},ToPrimitive:function(t){var n,r,i;if(B(t))return t;if(r=t.valueOf,e(r)&&(n=r.call(t),B(n)))return n;if(i=t.toString,e(i)&&(n=i.call(t),B(n)))return n;throw new TypeError},ToObject:function(e){if(null==e)throw new TypeError("can't convert "+e+" to object");return e},ToUint32:function(e){return e.valueOf().toString(2)}},$=function(){};q(s,{bind:function(t){var n=this;if(!e(n))throw new TypeError("Function.prototype.bind called on incompatible "+n);for(var r,a=h.call(arguments,1),s=function(){if(this instanceof r){var e=b.call(n,this,g.call(a,h.call(arguments)));return i(e)===e?e:this}return b.call(n,t,g.call(a,h.call(arguments)))},l=w(0,n.length-a.length),u=[],c=0;c<l;c++)d.call(u,"$"+c);return r=o("binder","return function ("+y.call(u,"\",")+") { return binder.apply(this, arguments); }")(s),n.prototype&&($.prototype=n.prototype,r.prototype=new $,$.prototype=null),r}});var F=v.bind(a.hasOwnProperty),V=v.bind(a.toString),H=v.bind(h),Y=b.bind(h),J=v.bind(u.slice),W=v.bind(u.split),Q=v.bind(u.indexOf),G=v.bind(d),K=v.bind(a.propertyIsEnumerable),X=v.bind(r.sort),Z=n.isArray||function(e){return "[object Array]"===V(e)},ee=1!==[].unshift(0);q(r,{unshift:function(){return m.apply(this,arguments),this.length}},ee),q(n,{isArray:Z});var te=i("a"),ne="a"!==te[0]||!(0 in te),re=function(e){var t=!0,n=!0,r=!1;if(e)try{e.call("foo",function(e,n,r){"object"!=typeof r&&(t=!1)}),e.call([1],function(){"use strict";n="string"==typeof this},"x")}catch(i){r=!0}return!!e&&!r&&t&&n};q(r,{forEach:function(t){var n,r,i=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(this)?W(this,"":")":i,a=N.ToObject(this),a=ne&&L(th...
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JavaScript code snippet:
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q||(q=e("string_decoder/"),this._readableState.decoder=new q(t),this._readableState.encoding=t),var
N=8388608;a.prototype.read=function(e){P("read",e),e=parseInt(e,10);var
t=this._readableState,n=0;e&&(&n.emittedReadable=1),0===e&&(&n.needReadable&&(&t.length>=t.highWater
Mark[!!t].ended))return P("read:
emitReadable",t.length&&t.ended?j(this):h(this),null;if(e=u(e,t),0===e&&t.ended)return
0===t.length&&!!(t.ended);var r=t.needReadable,P("need readable",r),0===t.length&&(t.length-
e<t.highWaterMark)&&(!r||0>P("length less than watermark",r)),t.ended||t.reading?r=!1,P("reading or
ended",r)):r&&(P("do
read"),t.reading=!0,t.sync=!0===t.length&&&t.needReadable&&!0);this._readableState.|e|c
0===e&&t.ended?j(this):h(this),null)!null&&t.needReadable&&!0===0)0===t.length;
mark||t.ended))return P("read:
emitReadable",t.length,t.ended),0===t.length&&t.ended?j(this):h(this),null;var r=t.needReadable,P("ne
ed readable",r),0===t.length&&(t.length-
e,0===t.length&&t.ended[!t.needReadable=0],n!==e&&!t.ended&&j(this)),null)!null&&this.emit("data",i,j,a.prototype._read=function(e){this.emit("error",new Error("not
implemented"))},a.prototype.pipe=function(e,t){function i(e){P("onunpipe"),e===j&&o()}function 
a(){P("onend"),e.end()}function 
o(){P("cleanup"),e.removeListener("close",u),e.removeListener("finish",c),e.removeListener("drain",y),e.removeListener("error",l),e.removeListener("unpipe",i),h.removeListener("end",a),h.removeListener("end",o),h.removeListener
rt("data",s),v==0!f.awaitDrain||e._writableState&&!e._writableState.needDrain)?y():null
return i=e>0?_(e,t):null,null===i?(t.needReadable=!0,e=0):t.length-
=e,0===t.length&&t.ended[!t.needReadable=0]=0,n!==e&&!t.ended&&j(this)),null)!null&&this.emit("data",i,j)
a.prototype._read=function(e){this.emit("error",new Error("not
implemented"))},a.prototype.pipe=function(e,t){function i(e){P("onunpipe"),e===j&&o()}function 
a(){P("onend"),e.end()}function 
o(){P("cleanup"),e.removeListener("close",u),e.removeListener("finish",c),e.removeListener("drain",y),e.removeListener("error",l),e.removeListener("unpipe",i),h.removeListener("end",a),h.removeListener("end",o),h.removeListener
rt("data",s),v==0!f.awaitDrain||e._writableState&&!e._writableState.needDrain)?y():null
return i=e>0?_(e,t):null,null===i?(t.needReadable=!0,e=0):t.length-
=e,0===t.length&&t.ended[!t.needReadable=0]=0,n!==e&&!t.ended&&j(this)),null)!null&&this.emit("data",i,j)
a.prototype.on=function(e,t){var n=I.prototype.on.call(this,e,t);if("data"===e)this._readableState.flowing!==!1&&this.resume();else
if("readable"===e){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t)
return n=}e&!e=!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:
return n}).pipe.each(e(1)<t.pipes,
il=0;i<k[t.pipe.n];i++)emit("unpipe",this),return t}var u=i=k[t.pipe.n];return a===
1?this=(t.pipe.splice(1),t.pipeCount
=1,l=int.pipeCount&&i=0,0)e.emit("unpipe",this));
}if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t){var n=I.prototype.on.call(this,e,t);if(!t)
return n=}e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:(e=)e&!t.pipes?this:
return n}r=(this._readableState.r.endEmitted||r.readableListening||r.readableListening=r.needReadable=!0,r.emittedReadable
=!1,r.reading|t.length&&&h(this,t);r=T(y,0))return
}r.prototype.addListener=a.prototype.on=a.prototype.resume=function(){}[var e=this._readableState;e.fo
nwing]=!1,this._readableState.flowing&&!P("pause"),this._readableState.flo
wing=!1,emit("pause"),this)];a.prototype.wrap=function(e){var
t=this._readableState,n=0;r=this._readend,e.end",function(){}[if(P("wrapped end"),tncoder&r.ended]{var
o=t=dec&.end(e,end&.&e.length&>&r.push(e));r.push(null));r.on("data",function(i){if(P("wrapped
data")&&t.ended&&!t.ended.write(i),t.objectMode&&null!==i&!void
0===i&&t.objectMode&&i.length))for(var r in e)void
0===i&&"function"==typeof e[i]&&!this[i]=function(t)return function(){return

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t,n=this.getRefs(e),r=[],i=[];for(t in
n)0===t.indexOf("#")?r.push(t.substring(1)):i.push(t);for(t=0;t<r.length;t++)for(var
a=r[t],o=a.split("/"),s=e,l=0;l<o.length;l++){var u=o[l];if(""!==u&&(s=s[u],"undefined"==typeof
s)){i.push(a);break}}return i.length},l.prototype.getRefs=function(e,t){t=t||e;var n={};for(var r in
t)if(t.hasOwnProperty(r)){var i=t[r];if("$ref"===r&&"string"==typeof i)n[i]=null;else if(s.isObject(i)){var
a=this.getRefs(i);for(var o in a)n[o]=null}}return n},l.prototype.retainRoot=function(e,t,n){if(s.isObject(t))for(var r
in t){var i=t[r];"$ref"===r&&"string"==typeof i?t[r]=a(n,i):s.isObject(i)&&this.retainRoot(r,i,n)}else
s.isString(t)&&"$ref"===e&&(t=a(n,t));return t},l.prototype.resolveInline=function(e,t,n,r,i,a){var
o,s,l,u,c=n.$ref,p=n.$ref,h=!1;if(e=e||"",p){if(0===p.indexOf("../")){for(s=p.split("../"),l=e.split("/"),p="",o=0;o<s.le
ngth;o++)""===s[o]?l=l.slice(0,l.length-1):p+=s[o];for(e="",o=0;o<l.length1;o++)o>0&&(e+="/"),e+=l[o];h=!0}if(p.indexOf("#")>=0)if(0===p.indexOf("/"))u=p.split("#"),s=e.split("//"),l=s[1
].split("/"),e=s[0]+"//"+l[0]+u[0],a=u[1];else{if(u=p.split("#"),""!==u[0]){if(l=e.split("/"),l=l.slice(0,l.length1),!h){e="";for(var
f=0;f<l.length;f++)f>0&&(e+="/"),e+=l[f]}e+="/"+p.split("#")[0]}a=u[1]}if(0===p.indexOf("http:")||0===p.indexO
f("https:"))p.indexOf("#")>=0?(e=p.split("#")[0],a=p.split("#")[1]):(e=p,a=""),r.push({obj:n,resolveAs:"inline",root:
e,key:c,location:a});else
if(0===p.indexOf("#"))a=p.split("#")[1],r.push({obj:n,resolveAs:"inline",root:e,key:c,location:a});else
if(0===p.indexOf("/")&&p.indexOf("#")===-1){a=p;var
d=e.match(/^https?\:\/\/([^\/?#]+)(?:[\/?#]|$)/i);d&&(e=d[0]+p.substring(1),a=""),r.push({obj:n,resolveAs:"inline",ro
ot:e,key:c,location:a})}else
r.push({obj:n,resolveAs:"inline",root:e,key:c,location:a})}else"array"===n.type&&this.resolveTo(e,n.items,r,a)},l.p
rototype.resolveTo=function(e,t,n,r){var i,a,o=t.$ref,l=e;if("undefined"!=typeof
o&&null!==o){if(o.indexOf("#")>=0){var u=o.split("#");if(u[0]&&0===o.indexOf("/"));else
if(!u[0]||0!==u[0].indexOf("http:")&&0!==u[0].indexOf("https:")){if(u[0]&&u[0].length>0){for(i=e.split("/"),l="",a
=0;a<i.length-1;a++)l+=i[a]+"/";l+=u[0]}}else l=u[0],o=u[1];r=u[1]}else
if(0===o.indexOf("http:")||0===o.indexOf("https:"))l=o,r="";else{for(i=e.split("/"),l="",a=0;a<i.length1;a++)l+=i[a]+"/";l+=o,r=""}n.push({obj:t,resolveAs:"ref",root:l,key:o,location:r})}else if("array"===t.type){var
c=t.items;this.resolveTo(e,c,n,r)}else if(t&&(t.properties||t.additionalProperties)){var
p=this.uniqueName("inline_model");t.title&&(p=this.uniqueName(t.title)),delete
t.title,this.spec.definitions[p]=s.cloneDeep(t),t.$ref="#/definitions/"+p,delete t.type,delete
t.properties}},l.prototype.uniqueName=function(e){for(var t=e,n=0;;){if(!s.isObject(this.spec.definitions[t]))return
t;t=e+"_"+n,n++}},l.prototype.resolveAllOf=function(e,t,n){n=n||0,t=t||e;var r;for(var i in
t)if(t.hasOwnProperty(i)){var a=t[i];if(null===a)throw new TypeError("Swagger 2.0 does not support null types
("+t+"). See https://github.com/swagger-api/swagger-spec/issues/229.");if("object"==typeof
a&&this.resolveAllOf(e,a,n+1),a&&"undefined"!=typeof a.allOf){var o=a.allOf;if(s.isArray(o)){var
l=s.cloneDeep(a);delete l.allOf,l["x-composed"]=!0,"undefined"!=typeof a["x-resolved-from"]&&(l["x-resolvedfrom"]=a["x-resolved-from"]);for(var u=0;u<o.length;u++){var c=o[u],p="self";"undefined"!=typeof c["x-resolvedfrom"]&&(p=c["x-resolved-from"][0]);for(var h in c)if(l.hasOwnProperty(h))if("properties"===h){var f=c[h];for(r
in f){l.properties[r]=s.cloneDeep(f[r]);var d=f[r]["x-resolved-from"];"undefined"!=typeof
d&&"self"!==d||(d=p),l.properties[r]["x-resolved-from"]=d}}else if("required"===h){for(var
m=l.required.concat(c[h]),g=0;g<m.length;++g)for(var y=g+1;y<m.length;++y)m[g]===m[y]&&m.splice(y-,1);l.required=m}else"x-resolved-from"===h&&l["x-resolved-from"].push(p);else
if(l[h]=s.cloneDeep(c[h]),"properties"===h)for(r in l[h])l[h][r]["x-resolvedfrom"]=p}t[i]=l}}}}},{"./http":5,"lodash-compat/lang/cloneDeep":138,"lodash-compat/lang/isArray":140,"lodashcompat/lang/isObject":144,"lodash-compat/lang/isString":146}],7:[function(e,t,n){"use strict";var
r=e("./helpers"),i={isPlainObject:e("lodash-compat/lang/isPlainObject"),isUndefined:e("lodashcompat/lang/isUndefined"),isArray:e("lodash-compat/lang/isArray"),isObject:e("lodashcompat/lang/isObject"),isEmpty:e("lodash-compat/lang/isEmpty"),map:e("lodash-

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null
null
unacceptable"),i=Object.keys(n),o=0,s=i.length;o<s;o+=1)a=i[o],H.call(t,a)((t[a]=n[a],r[a]=!0)) function v(e,t,n,r,i,a){var
  o,s;if(i=String(i),null===&+(t={}),"tag:yaml.org,2002:merge"===r)Array.isArray(Array(a))for(o=0,s=a.length;o<s;o+=1)y(e,t,a[o],n);else e.json||H.call(n,i)||!H.call(t,i)||d(e,"duplicated mapping key"),t[i]=a,delete
  n[i];return t}function b(e){var
t;t=e.input.charCodeAt(e.position),10===t?e.position++:13===t?(e.position++,10===e.input.charCodeAt(e.position+1)?e.position++:d(e,"a line break is expected"),e.lineStart=e.position) function w(e,t,n){for(var
  a=0,o=e.input.charCodeAt(e.position),0!=o?0:o=e.input.charCodeAt(t+o),0=e.input.charCodeAt(o+1):if(t&35===o)do
  o=e.inputCharCode(o+1):while(10===o&13!=o&0===o);if(!r(o);)break;for(b,e.o=e.inputCharCode(t+o),a+=1)w(e,t,a,n);n===-
  1&&!a&=e.inputIndent<n&!e.("deficient indentation"),a} function _e(e,t,n,0) i=Object.keys(n),o=0,s=i.length;o<s;o+=1)a=i[o],H.call(t,a)||(t[a]=n[a],r[a]=!0)}function
  v(e,t,n,r,i,a){var
  o,s;if(i=String(i),null===&+(t={}),"tag:yaml.org,2002:merge"===r)Array.isArray(Array(a))for(o=0,s=a.length;o<s;o+=1)y(e,t,a[o],n);else e.json||H.call(n,i)||!H.call(t,i)||d(e,"duplicated mapping key"),t[i]=a,delete
  n[i];return t}function b(e){var
t;t=e.input.charCodeAt(e.position),10===t?e.position++:13===t?(e.position++,10===e.input.charCodeAt(e.position+1)?e.position++:d(e,"a line break is expected"),e.lineStart=e.position) function w(e,t,n){for(var
  a=0,o=e.input.charCodeAt(e.position),0!=o?0:o=e.input.charCodeAt(t+o),0=e.input.charCodeAt(o+1):if(t&35===o)do
  o=e.inputCharCode(o+1):while(10===o&13!=o&0===o);if(!r(o);)break;for(b,e.o=e.inputCharCode(t+o),a+=1)w(e,t,a,n);n===-
  1&&!a&=e.inputIndent<n&!e.("deficient indentation"),a} function _e(e,t,n,0) i=Object.keys(n),o=0,s=i.length;o<s;o+=1)a=i[o],H.call(t,a)||(t[a]=n[a],r[a]=!0)}
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e=this.isOperation?"authBtnOperation":"authBtn";return
this.$authEl=this.renderAuths(this.auths),this.$el.html(this.tpls[e][this.model]),this }.authorizeBtnClick:function(e){
  var t,e.preventDefault(),t=title:"Available authorizations",content:this.$authEl],this.render(),this.popup=new
SwaggerUi.Views.PopupView({model:t}),this.popup.render()}.renderAuths:function(e){
  var t=Swagge
t,n,r,i,a,o,s,l,u,c,p,h,f;for(p=/(>)(<)(\/*)/g,f=/[ ]*(.*)[
]+\n/g,t=/(<.+>)(.+\n)/g,e=e.replace(p,"$1\n$2$3").replace(f,"$1\n").replace(t,"$1\n$2"),c=0,r="",l=e.split("\n"),i=0,
t,n,a,s,l,u,c;u={single:Boolean(e.match(/<.+\/>/)),closing:Boolean(e.match(/<\/.+>/)),opening:Boolean(e.match(/<[^
!?].*>/))},l=function(){var e;e=[];for(a in u)c=u[a],c&&e.push(a);return e}()[0],l=void 0===l?"other":l,t=o+">"+l,o=l,s="",i+=h[t],s=function(){var e,t,r;for(r=[],n=e=0,t=i;0<=t?e<t:e>t;n=0<=t?++e:--e)r.push(" ");return
r}().join(""),"opening->closing"===t?r=r.substr(0,r.length1)+e+"\n":r+=s+e+"\n"},a=0,s=l.length;a<s;a++)u=l[a],n(u);return r},h=function(e,t,n,r){function i(e,t,r){var
i,a=t;return e.$ref?(a=e.title||u(e.$ref),i=n[u(e.$ref)]):_.isUndefined(t)&&(a=e.title||"Inline Model "+
++m,i={definition:e}),r!==!0&&(f[a]=_.isUndefined(i)?{}:i.definition),a}function a(e){var t='<span
class="propType">',n=e.type||"object";return
e.$ref?t+=i(e,u(e.$ref)):"object"===n?t+=_.isUndefined(e.properties)?"object":i(e):"array"===n?(t+="Array[",_.isA
rray(e.items)?t+=_.map(e.items,i).join(","):_.isPlainObject(e.items)?t+=_.isUndefined(e.items.$ref)?_.isUndefined(e
.items.type)||_.indexOf(["array","object"],e.items.type)!==1?i(e.items):e.items.type:i(e.items,u(e.items.$ref)):(console.log("Array type's 'items' schema is not an array or an
object, cannot process"),t+="object"),t+="]"):t+=e.type,t+="</span>"}function o(e,t){var
n="",r=e.type||"object",i="array"===r;switch(_.isUndefined(e.description)||(t+=': <span
class="propDesc">'+e.description+"</span>"),e["enum"]&&(t+=' = <span class="propVals">[\''+e["enum"].join("',
'")+"']</span>"),i&&(r=_.isPlainObject(e.items)&&!_.isUndefined(e.items.type)?e.items.type:"object"),_.isUndefin
ed(e["default"])||(n+=h("Default",e["default"])),r){case"string":e.minLength&&(n+=h("Min.
Length",e.minLength)),e.maxLength&&(n+=h("Max. Length",e.maxLength)),e.pattern&&(n+=h("Reg.
Exp.",e.pattern));break;case"integer":case"number":e.minimum&&(n+=h("Min.
Value",e.minimum)),e.exclusiveMinimum&&(n+=h("Exclusive Min.","true")),e.maximum&&(n+=h("Max.
Value",e.maximum)),e.exclusiveMaximum&&(n+=h("Exclusive Max.","true")),e.multipleOf&&(n+=h("Multiple
Of",e.multipleOf))}if(i&&(e.minItems&&(n+=h("Min. Items",e.minItems)),e.maxItems&&(n+=h("Max.
Items",e.maxItems)),e.uniqueItems&&(n+=h("Unique Items","true")),e.collectionFormat&&(n+=h("Coll.
Format",e.collectionFormat))),_.isUndefined(e.items)&&_.isArray(e["enum"])){var
a;a="number"===r||"integer"===r?e["enum"].join(", "):'"'+e["enum"].join('", "')+'"',n+=h("Enum",a)}return
n.length>0&&(t='<span class="propWrap">'+t+'<table class="optionsWrapper"><tr><th
colspan="2">'+r+"</th></tr>"+n+"</table></span>"),t}function s(e,t){var
s,h=e.type||"object",f="array"===e.type,m=c+t+" "+(f?"[":"{")+p;return
t&&d.push(t),f?_.isArray(e.items)?m+="<div>"+_.map(e.items,function(e){var t=e.type||"object";return
_.isUndefined(e.$ref)?_.indexOf(["array","object"],t)>1?"object"===t&&_.isUndefined(e.properties)?"object":i(e):o(e,t):i(e,u(e.$ref))}).join(",</div><div>"):_.isPlainObj
ect(e.items)?m+=_.isUndefined(e.items.$ref)?_.indexOf(["array","object"],e.items.type||"object")>1?(_.isUndefined(e.items.type)||"object"===e.items.type)&&_.isUndefined(e.items.properties)?"<div>object</div>"
:"<div>"+i(e.items)+"</div>":"<div>"+o(e.items,e.items.type)+"</div>":"<div>"+i(e.items,u(e.items.$ref))+"</div
>":(console.log("Array type's 'items' property is not an array or an object, cannot
process"),m+="<div>object</div>"):e.$ref?m+="<div>"+i(e,t)+"</div>":"object"===h?(_.isPlainObject(e.propertie
s)&&(s=_.map(e.properties,function(t,i){var
s,c=_.indexOf(e.required,i)>=0,p=_.cloneDeep(t),h=c?"required":"",f='<span class="propName
'+h+'">'+i+"</span> (";return
p["default"]=r(p),p=l(p),_.isUndefined(p.$ref)||(s=n[u(p.$ref)],_.isUndefined(s)||_.indexOf([void
0,"array","object"],s.definition.type)!==-1||(p=l(s.definition))),f+=a(p),c||(f+=', <span
class="propOptKey">optional</span>'),t.readOnly&&(f+=', <span class="propReadOnly">read

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SwaggerUi.Views.SignatureView({model:e.tagName:"div"},$.model- signature$,this.$el.append(t.render().el),this))}.call(this);

Found in path(s):
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/resources/com/cpjit/swagger4j/support/internal/statics/swagger-ui.min.js

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 */

Found in path(s):
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/support(internal/Struts2ApiViewWriter.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/Param.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/package-info.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/support/package-info.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/APIs.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/support/internal/DefaultApiViewWriter.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/APIParser.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/package-info.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/DataType.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/Definition.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/annotation/APISchemaProperties.java
* /opt/cola/permits/1125661787_1611371790.61/0/cpjit-swagger-v2-1-1-0-g327c817-tar-gz/cpjit-swagger-fab10cf/src/main/java/com/cpjit/swagger4j/support/servlet/ApiServlet.java
No license file was found, but licenses were detected in source scan.

<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>com.cpjit</groupId>
  <artifactId>swagger4j</artifactId>
  <packaging>jar</packaging>
  <version>2.1.1</version>
  <name>swagger4j</name>
  <description>swagger4j swagger ui webswagger4j struts2 spring mvc servlet</description>
  <url>https://github.com/cpjit/swagger</url>
  <developers>
    <developer>
      <id>yonghuan</id>
      <name></name>
      <email>2232911026@qq.com</email>
    </developer>
  </developers>
  <licenses>
    <license>
      <name>Apache 2</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
    </license>
  </licenses>
  <distributionManagement>
    <snapshotRepository>
      <id>ossrh</id>
      <url>https://oss.sonatype.org/content/repositories/snapshots</url>
    </snapshotRepository>
    <repository>
      <id>ossrh</id>
      <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
    </repository>
  </distributionManagement>
  <scm>
</project>
<connection>
  scm:git:https://github.com/cpjit/swagger.git
</connection>
<developerConnection>
  scm:git:https://github.com/cpjit/swagger.git
</developerConnection>
<url>https://github.com/cpjit/swagger</url>
<tag>v2.0.0</tag>
</scm>

<dependencies>
  <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>4.10</version>
    <scope>test</scope>
  </dependency>
  <dependency>
    <groupId>org.apache.commons</groupId>
    <artifactId>commons-lang3</artifactId>
    <version>3.5</version>
    <scope>provided</scope>
  </dependency>
  <dependency>
    <groupId>commons-io</groupId>
    <artifactId>commons-io</artifactId>
    <version>2.5</version>
    <scope>provided</scope>
  </dependency>
  <dependency>
    <groupId>org.slf4j</groupId>
    <artifactId>slf4j-api</artifactId>
    <version>1.7.25</version>
    <scope>provided</scope>
  </dependency>
  <dependency>
    <groupId>com.alibaba</groupId>
    <artifactId>fastjson</artifactId>
    <version>1.2.29</version>
    <scope>provided</scope>
  </dependency>
  <dependency>
    <groupId>javax.servlet</groupId>
    <artifactId>javax.servlet-api</artifactId>
    <version>3.1.0</version>
    <scope>provided</scope>
  </dependency>
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<dependency>
<groupId>org.apache.struts</groupId>
<artifactId>struts2-core</artifactId>
<version>2.3.8</version>
<scope>provided</scope>
</dependency>

<dependency>
<groupId>org.springframework</groupId>
<artifactId>spring-webmvc</artifactId>
<version>4.2.5.RELEASE</version>
<scope>provided</scope>
</dependency>

<dependency>
<groupId>org.freemarker</groupId>
<artifactId>freemarker</artifactId>
<version>2.3.23</version>
</dependency>

</dependencies>

<build>
<finalName>swagger4j</finalName>
<defaultGoal>compile</defaultGoal>
<plugins>
<plugin>
<groupId>org.sonatype.plugins</groupId>
<artifactId>nexus-staging-maven-plugin</artifactId>
<version>1.6.3</version>
<extensions>true</extensions>
<configuration>
<serverId>ossrh</serverId>
<nexusUrl>https://oss.sonatype.org/</nexusUrl>
<autoReleaseAfterClose>true</autoReleaseAfterClose>
</configuration>
</plugin>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-release-plugin</artifactId>
<version>2.5</version>
<configuration>
<autoVersionSubmodules>true</autoVersionSubmodules>
<useReleaseProfile>false</useReleaseProfile>
<releaseProfiles>release</releaseProfiles>
<goals>deploy</goals>
</configuration>
</plugin>

</plugins>
</build>
<plugin>
  <artifactId>maven-jar-plugin</artifactId>
  <configuration>
    <classesDirectory>target/classes/</classesDirectory>
    <archive>
      <addMavenDescriptor>false</addMavenDescriptor>
    </archive>
  </configuration>
</plugin>

<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-compiler-plugin</artifactId>
  <version>2.4</version>
  <configuration>
    <source>1.8</source>
    <target>1.8</target>
    <encoding>utf8</encoding>
  </configuration>
</plugin>

<plugin>
  <artifactId>maven-jar-plugin</artifactId>
  <configuration>
    <classesDirectory>target/classes/</classesDirectory>
    <archive>
      <addMavenDescriptor>false</addMavenDescriptor>
    </archive>
  </configuration>
</plugin>

<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
  <version>3.0.1</version>
  <configuration>
    <attach>true</attach>
  </configuration>
  <executions>
    <execution>
      <phase>compile</phase>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>

<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <version>3.0.1</version>
  <configuration>
    <attach>true</attach>
  </configuration>
  <executions>
    <execution>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>
1.1129 ribbon-httpclient 2.4.4
1.1129.1 Available under license:
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*/

Found in path(s):
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/niws/client/http/HttpClientResponse.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/NFHttpClient.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/NFHttpMethodRetryHandler.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/ssl/KeyStoreAwareSocketFactory.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/ssl/AcceptAllSocketFactory.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/ssl/ConnectionPoolCleaner.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/ssl/AcceptAllSocketFactory.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http4/HttpClientRequest.java

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*
*/

Found in path(s):
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http/HttpPrimeConnection.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http/NamedConnectionPool.java
* /opt/cola/permits/1284952046_1646865546.2/0/ribbon-httpclient-2-4-4-sources-jar/com/netflix/http/HttpResponse.java

1.1130 dropwizard-jetty 0.9.2
1.1130.1 Available under license:
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1.1131 kafka-clients 2.7.1
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streams/src/main/java/org/apache/kafka/streams/state/internals/Murmur3.java

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1.1132 netty-codec 4.1.30.Final

1.1133 poi-ooxml 4.1.2
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1.1134 fancycompleter 0.9.1

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```
from setuptools import setup

setup(
    name='fancycompleter',
    setup_requires="setupmeta",
    versioning="devcommit",
    maintainer="Daniel Hahler",
    url='https://github.com/pdbpp/fancycompleter',
    author='Antonio Cuni',
    author_email='anto.cuni@gmail.com',
    py_modules=['fancycompleter'],
    license='BSD',
    description='colorful TAB completion for Python prompt',
    keywords='rlcompleter prompt tab color completion',
    classifiers=[
        "Development Status :: 4 - Beta",
        "Environment :: Console",
        "License :: OSI Approved :: BSD License",
        'Programming Language :: Python :: 2.6',
        'Programming Language :: Python :: 2.7',
        'Programming Language :: Python :: 3.5',
        'Programming Language :: Python :: 3.6',
        'Programming Language :: Python :: 3.7',
        'Programming Language :: Python :: 3.8',
        "Intended Audience :: Developers",
        "Operating System :: POSIX",
        "Operating System :: Microsoft :: Windows",
        "Topic :: Utilities",
    ],
    install_requires=[
        "pyrepl>=0.8.2",
        "pyreadline;platform_system=='Windows'",
    ]
)
```
1.1135 jackson-datatype-threetenbp 2.10.0

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1.1136 btf 1.3

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- jsp_2_3.xsd
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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
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* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ResourceGroup.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ApiListingReference.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ApiIgnore.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/Contact.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ModelReference.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ModelProperty.java
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* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/annotations/Cacheable.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/annotations/ApiIgnore.java
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* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/ApiKey.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/service/BasicAuth.java
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* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/schema/AlternateTypeRuleConvention.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/builders/AlternateTypePropertyBuilder.java
* /opt/cola/permits/1001071306_1646171654.55/0/springfox-core-2-8-0-sources-jar/springfox/documentation/builders/AlternateTypeBuilder.java

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* /opt/cola/permits/1284951005_1646865530.54/0/spring-cloud-loadbalancer-3-0-3-sources-jar/org/springframework/cloud/loadbalancer/core/LoadBalancerServiceInstanceCookieTransformer.java
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1.1151 protobuf-java-format 1.2
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/RegularExpression.java
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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Token.java

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<signature of Ty Coon>, 1 April 1989
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The End
1.1157 util-linux 2.23.2-65.el7_9.1

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 */

NR START   END SECTORS SIZE NAME UUID
1    32  7679    7648 3.7M      8f8378c0-01
2  7680 16383    8704 4.3M      8f8378c0-02
5  7936 12799    4864 2.4M      
6 12544 16127    3584 1.8M      

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Zstd-jni: JNI bindings to Zstd Library

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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
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* java.sun.security.ssl

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org.eclipse.jetty.toolchain:jetty-schemas

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public License license(ObjectNode node, String location, ParseResult result) {

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* /opt/cola/permits/1109159591_1606260763.05/0/swagger-parser-1-0-51-sources-jar/io/swagger/parser/util/SwaggerDesrializer.java

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The ziggurat methods were derived from Julia.

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PCG Random Number Generation for C.

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# SFC64

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Adapted from a C++ implementation of Chris Doty-Humphrey's SFC PRNG.

https://gist.github.com/imneme/f1f7821f07cf76504a97f6537c818083

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The rk_random and rk_seed functions algorithms and the original design of the Mersenne Twister RNG:

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Original algorithm for the implementation of rk_interval function from Richard J. Wagner's implementation of the Mersenne Twister RNG, optimised by Magnus Jonsson.

Constants used in the rk_double implementation by Isaku Wada.

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" $Id: milter-regex.8,v 1.12 2019/04/02 15:47:26 dhartmei Exp $ */

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* /opt/cola/permits/1157342317_1620869536.53/0/milter-regex-2.4-1.el7.src.rpm-cosi-expand-archive-APaOMGBF/milter-regex-2.4.tar.gz-cosi-expand-archive-spTobCnu/milter-regex-2.4/milter-regex.8
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* /opt/cola/permits/1157342317_1620869536.53/0/milter-regex-2.4-1.el7.src.rpm-cosi-expand-archive-APaOMGBF/milter-regex-2.4.tar.gz-cosi-expand-archive-spTobCnu/milter-regex-2.4/strlcpy.c
1.1185 rocksdb 6.22.1

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The full snowball package is available from
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt

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analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishMinimalStemmer.java
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1.1188 python setuptools 41.0.1

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1.1190 swagger-parser 2.0.17

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1.1192 spring-kafka 2.7.6
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/CompositeRecordInterceptor.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/CompositeBatchInterceptor.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/ConsumerProperties.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/core/reactive/ReactiveKafkaProducerTemplate.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/converter/JsonMessageConverter.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/converter/ByteArrayJsonMessageConverter.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/FailedRecordProcessor.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/JacksonMimeTypeModule.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/serializer/StringOrBytesSerializer.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/config/ContainerCustomizer.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/ConsumerRecordRecoverer.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/annotation/KafkaListenerConfigurationSelector.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/streams/HeaderEnricher.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/streams/messaging/MessagingFunction.java
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jar/org/springframework/kafka/support/serializer/JsonDeserializer.java
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jar/org/springframework/kafka/core/KafkaOperations.java
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jar/org/springframework/kafka/listener/adapter/HandlerAdapter.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/annotation/EnableKafkaStreams.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/BatchLoggingErrorHandler.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/converter/RecordMessageConverter.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/SeekToCurrentErrorHandler.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/retrytopic/DefaultDestinationTopicProcessor.java

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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/AbstractKafkaBackOffManagerFactory.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/KafkaConsumerBackoffManager.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/KafkaConsumerTimingAdjuster.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/support/KafkaUtils.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/PartitionPausingBackoffManager.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/retrytopic/DestinationTopicPropertiesFactory.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-jar/org/springframework/kafka/listener/WakingKafkaConsumerTimingAdjuster.java

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jar/org/springframework/kafka/listener/ConsumerAwareMessageListener.java
* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-
jar/org/springframework/kafka/core/KafkaResourceHolder.java
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* /opt/cola/permits/1255512150_1642559240.49/0/spring-kafka-2-7-6-sources-
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jar/org/springframework/kafka/listener/BatchAcknowledgingConsumerAwareMessageListener.java

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1.1194 rank-eval-client 6.8.12

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### Jdom-contrib version 1.1.3

The JTS tests module contains source from JDOM Contrib 1.1.3 which is available under the Jdom License [1]. The two files are LineNumberElement.java and LineNumberSAXHandler.java.

Typical users of this library will not need to depend on this module.


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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt


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analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

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*/

package minio

import (
    "bytes"
    "context"
    "encoding/xml"
    "fmt"
    "net/http"
    "net/url"

    "github.com/minio/minio-go/v6/pkg/s3utils"
type objectLegalHold struct {
    XMLNS   string          `xml:"xmlns,attromitempty"`
    XMLName xml.Name        `xml:"LegalHold"
    Status  LegalHoldStatus `xml:"Status,omitempty"
}

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
type PutObjectLegalHoldOptions struct {
    VersionID string
    Status    *LegalHoldStatus
}

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
type GetObjectLegalHoldOptions struct {
    VersionID string
}

// LegalHoldStatus - object legal hold status.
type LegalHoldStatus string

const (  
    // LegalHoldEnabled indicates legal hold is enabled
    LegalHoldEnabled LegalHoldStatus = "ON"

    // LegalHoldDisabled indicates legal hold is disabled
    LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
    return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
    return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {
    if status == nil {
        return nil, fmt.Errorf("Status not set")
    }
    if !status.IsValid() {
        return nil, fmt.Errorf("invalid legal hold status \"%v\"", status)
    }

legalHold := &objectLegalHold{
    Status: *status,
}
return legalHold, nil
}

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(bucketName, objectName string, opts PutObjectLegalHoldOptions) error {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return err
    }
    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return err
    }

    // Get resources properly escaped and lined up before
    // using them in http request.
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", ")
    if opts.VersionID != "" {
    }
    lh, err := newObjectLegalHold(opts.Status)
    if err != nil {
        return err
    }
    lhData, err := xml.Marshal(lh)
    if err != nil {
        return err
    }
    reqMetadata := requestMetadata{
        bucketName:       bucketName,
        objectName:       objectName,
        queryValues:      urlValues,
        contentBody:      bytes.NewReader(lhData),
        contentLength:    int64(len(lhData)),
        contentMD5Base64: sumMD5Base64(lhData),
        contentSHA256Hex: sum256Hex(lhData),
    }

    // Execute PUT Object Legal Hold.
    resp, err := c.executeMethod(context.Background(), "PUT", reqMetadata)
defer closeResponse(resp)
if err != nil {
    return err
}
if resp != nil {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
return nil

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(bucketName, objectName string, opts GetObjectLegalHoldOptions) (*LegalHoldStatus, error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return nil, err
    }
    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", ")
    if opts.VersionID != "" {
    }
    // Execute GET on bucket to list objects.
    resp, err := c.executeMethod(context.Background(), "GET", requestMetadata{
        bucketName:       bucketName,
        objectName:       objectName,
        queryValues:      urlValues,
        contentSHA256Hex: emptySHA256Hex,
    })
    defer closeResponse(resp)
    if err != nil {
        return nil, err
    }
    if resp != nil {
        if resp.StatusCode != http.StatusOK {
            return nil, httpRespToErrorResponse(resp, bucketName, objectName)
        }
    }
    lh := &objectLegalHold{
    if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
return nil, err
}

return &lh.Status, nil
}

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1.1209 borg3 3.6.4
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</tbody>
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div { box-sizing: border-box; }

.alert_div {
  width: 100%;
  border: 1px gray solid;
  border-radius: 5px;
  display: inline-block;
  margin-bottom: 1px;
}

.alert_ {
  padding: 3px 10px 5px;
}

.info_color {
  color: #6FFCB6;
}

.notice_color {
  color: #C2E3FF;
}

.critical_color {
  color: #FCBF6F;
}

.emergency_color {
  color: #FC6F76;
}

.error_color {
  color: #FCD66F;
}

.debug_color {
  color: #A2FA96;
}

.warning_color {
  color: #FCFC6F;
}

.alert_color {
  color: #FC996F;
}

.ok_color {
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  10191
Your module, <a style="color:white;" href="https://scripts.cisco.com/ui/use/BORG_IC_Info?autorun=true&ic={ co.module_info.name }" target=_blank">{{ co.module_info.name|replace('_','_<wbr>')}}<i class="fa fa-info-circle"></i></a> has encountered an error when the BORG Engine tried to use it. The specific BORG Gateway that was run at the time was <br><b>{{ gateway_env.gateway_name }}</b>, and the following error/exception was thrown by your module:<br><br><b>Gateway:</b> {{ gateway_env.gateway_name }}<br><b>SR:</b> <a href='http://mwz.cisco.com/{{ borg_env.ticket_number }}'>{{ borg_env.ticket_number }}</a><br><b>File:</b> {{ borg_env.filename }}<br><b>User:</b> {{ borg_env.user }}<br><b>Exception:</b> {{ co.exception.exception.__class__.__name__ }}<br><br{% if borg_env.run_url and borg_env.run_url != "None" %}<a href="{{ borg_env.run_url }}&developer=true" title="Click here to re-run borg in Developer mode">Click here to re-run borg in Developer mode</a>{% endif %}<br>

{% if co.exception.exception.__class__.__name__ == 'BorgModuleTimeout' %}<div>Please note that, where input files are very large (especially when those files are archives), timeouts may occur for regex operations in non-Python modules (e.g., ezBORG or DSIG). Non-Python module timeouts do not necessarily require any corrective action.</div>{% endif %}<br>

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/opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/HashingSource.java
/opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/HashingSink.java
/opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/Options.java
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* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/Segment.java
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* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/GzipSink.java
* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/DeflaterSink.java
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* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/RealBufferedSink.java
* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/ForwardingSink.java
* /opt/cola/permits/1000000590_1646171445.35/0/okio-1-13-0-sources-2-jar/okio/GzipSource.java

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1.1214 spring-boot-starter-tomcat

2.0.4.RELEASE

1.1214.1 Available under license:

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

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Found in path(s):

1.1215 make 3.82 24.el7

1.1215.1 Available under license:

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

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

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

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object
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* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/jms/JmsAnnotationDrivenConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/data/elasticsearch/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/data/redis/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/session/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/client/RestTemplateAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/jms/artemis/ArtemisConnectionFactoryConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/autoconfigure/jms/artemis/ArtemisConfigurationCustomizer.java

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jar/org/springframework/boot/autoconfigure/security/oauth2/client/OAuth2ClientRegistrationRepositoryConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/configuration/ConditionalOnSingleCandidate.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/data/jpa/JpaRepositoriesAutoConfigureRegistrar.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/data/solr/SolrRepositoriesRegistrar.java
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* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/condition/ResourceCondition.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/session/HazelcastSessionProperties.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/session/JdbcSessionDataSourceInitializer.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/jdbc/JdbcTemplateAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/couchbase/OnBootstrapHostsCondition.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/data/ConditionalOnRepositoryType.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/web/servlet/error/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/jdbc/JdbcTemplateAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/jooq/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/data/elasticsearch/ElasticsearchRepositoriesAutoConfiguration.java
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* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/jsonb/package-info.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/session/NoOpReactiveSessionConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1.jar/org/springframework/boot/autoconfigure/session/ServletSessionCondition.java
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* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/mongo/MongoReactiveDataAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/data/mongo/MongoReactiveAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/mongo/MongoReactiveAutoConfiguration.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/jms/activemq/ActiveMQConnectionFactoryFactory.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/condition/ConditionalOnJndi.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/elasticsearch/jest/package-info.java
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* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/condition/OnJndiCondition.java
* /opt/cola/permits/1110675081_1606844024.72/0/spring-boot-autoconfigure-2-0-4-release-sources-1-jar/org/springframework/boot/autoconfigure/data/cassandra/CassandraRepositoriesAutoConfiguration.java

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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/geojson/codecs/AbstractGeometryCodec.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/geojson/codecs/PolygonCodec.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/GraphLookupOptions.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/Updates.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/validator/NoOpFieldNameValidator.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/management/NullMBeanServer.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/SendMessageCallback.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/operation/DropIndexOperation.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/connection/AsynchronousSocketChannelStreamFactory.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/management/ConnectionPoolStatisticsMBean.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/operation/MapReduceStatistics.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/ExplainVerbosity.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/changestream/TruncatedArray.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/Time.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/GetMoreProtocol.java
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/internal/operation/DropCollectionOperation.java
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/ServerAddress.java
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/client/model/CountOptionsHelper.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/ClientEncryptionSettings.java
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/client/model/FindOneAndReplaceOptions.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/MongoTimeoutException.java
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-
jar/com/mongodb/client/model/ValidationLevel.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-
jar/com/mongodb/bulk/WriteConcernError.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-
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* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsExplorer.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelCallbackException.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/package-info.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferDeallocator.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/BufferHolder.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TlsChannelFlowControlException.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/ByteBufferSet.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/WouldBlockException.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/impl/TraceableAsynchronousByteChannel.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/ServerTlsChannel.java
* /opt/cola/permits/1221540724_1635440706.33/0/mongodb-driver-core-4-3-2-sources-jar/com/mongodb/internal/connection/tlschannel/ClientTlsChannel.java
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 */
/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque.  (In other words, this method must allocate
 * a new array).  The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

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/setup/com/mongodb/internal/connection/ConcurrentLinkedDeque.java

1.1230 naoina-go-stringutil 0.1.0

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1.1231 libtiff 4.0.10-8.el7_9.0atomix1

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1.1232 vault-java-driver 5.1.0

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1.1237 afero 1.2.2

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1.1238 junit-jupiter-api 5.7.2

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  jar/io/netty/handler/codec/http/HttpMessageDecoderResult.java
* /opt/cola/permits/1182802227_1627053445.13/0/netty-codec-http-4-1-66-final-sources-
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  jar/io/netty/handler/codec/http/HttpServerKeepAliveHandler.java
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jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakeException.java
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jar/io/netty/handler/codec/http/websocketx/WebSocket07FrameDecoder.java
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* /opt/cola/permits/1182802227_1627053445.13/0/netty-codec-http-4-1-66-final-sources-
jar/io/netty/handler/codec/spdy/DefaultSpdyHeaders.java
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  jar/io/netty/handler/codec/rtsp/RtspDecoder.java
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* /opt/cola/permits/1182802227_1627053445.13/0/netty-codec-http-4-1-66-final-sources-
jar/io/netty/handler/codec/spdy/SpdyFrameDecoderDelegate.java
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jar/io/netty/handler/codec/http/websocketx/extensions/compression/PerMessageDeflateEncoder.java
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jar/io/netty/handler/codec/http/websocketx/extensions/compression/WebSocketServerCompressionHandler.java
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1.1256 spew v1.1.1

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1.1257 swagger-models 2.1.2
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* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/media/Schema.java
* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/headers/Header.java
* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/callbacks/Callback.java
* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/media/MapSchema.java
* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/links/Link.java
* /opt/ws_local/PERMITS_SQL/1069435250_1594665087.01/0/swagger-models-2-1-2-sources-jar/io/swagger/v3/oas/models/callbacks/Callback.java
1.1258 python 2.7.17-1.el7_9.0atomix2

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* /opt/cola/permits/1272929721_1645065281.79/0/python-python-2-7-17-1-el7-9-0atomix2-zip/python-python-2.7.17-1.el7_9.0atomix2/python.spec

1.1259 compactmap 1.2.1

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1.1261 spring-web 5.3.9

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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/web/accept/HeaderContentNegotiationStrategy.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/web/multipart/support/MultipartFilter.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/web/context/support/XmlWebApplicationContext.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/web/util/CookieGenerator.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/http/codec/protobuf/ProtobufHttpMessageWriter.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-
  jar/org/springframework/web/context/support/XxmWebApplicationContext.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-

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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/support/SessionStatus.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/context/ConfigurableWebEnvironment.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/jsf/DecoratingNavigationHandler.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/HttpMediaTypeNotAcceptableException.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/client/ResourceAccessException.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/remoting/jaxws/JaxWsSoapFaultException.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/util/IntrospectorCleanupListener.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/remoting/httpinvoker/HttpInvokerClientConfiguration.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/annotation/InitBinder.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/server/NotAcceptableStatusException.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/remoting/httpinvoker/HttpInvokerServiceExporter.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/server/ServletServerHttpAsyncRequestControl.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/remoting/httpinvoker/HttpInvokerClientInterceptor.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/client/AsyncClientHttpRequest.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/client/SimpleStreamingAsyncClientHttpRequest.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/codec/json/Jackson2Tokenizer.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/server/AsyncRequestCycleController.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/core/osgi/stubs/jaxrs/ServerRegistrationHelper.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/codec/multipart/DefaultPartHttpMessageReader.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/html/HttpWebHandlerAdapter.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/support/WebExchangeBindException.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/cors/CorsConfiguration.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/client/reactive/JettyHeadersAdapter.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/codec/support/ClientDefaultCodecsImpl.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/annotation/CrossOrigin.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/server/reactive/ServletServerHttpRequest.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/context/support/ModelAndViewContainer.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/MissingRequestCookieException.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/client/reactive/JettyHttpClientResponse.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/util/UriPathHelper.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/util/HierarchicalUriComponents.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/multipart/support/StandardServletMultipartResolver.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/util/UriBuilder.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/context/support/SpringBeanAutowiringSupport.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/server/reactive/AbstractListenerReadPublisher.java
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# MIME type (lowercased)Extensions
# =================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
## Application Types

- `application/prs.xsf+xml`
- `application/pskc+xml`
- `application/qsig`
- `application/raptorfec`
- `application/rdap+json`
- `application/rdf+xml`
- `application/reginfo+xml`
- `application/relax-ng-compact-syntax`
- `application/remote-printing`
- `application/reputon+json`
- `application/resource-lists+xml`
- `application/resource-lists-diff+xml`
- `application/rfc+xml`
- `application/riscos`
- `application/rlmi+xml`
- `application/rls-services+xml`
- `application/rpki-ghostbusters+xml`
- `application/rpki-manifest+xml`
- `application/rpki-roa+xml`
- `application/rsd+xml`
- `application/rss+xml`
- `application/rtf`
- `application/sbml+xml`
- `application/scvp-cv-request+xml`
- `application/scvp-cv-response+xml`
- `application/scvp-vp-request+xml`
- `application/scvp-vp-response+xml`
- `application/sdp`
- `application/shf+xml`
- `application/sieve`
- `application/simple-filter+xml`
- `application/simple-message-summary`
# application/simplesymbolcontainer
# application/slate
# application/smil
application/smil+xml				smil
# application/smpte336m
# application/soap+fastinfoset
# application/soap+xml
application/sparql-query			rq
application/sparql-results+xml		srx
# application/spirits-event+xml
# application/sql
application/srgs				gram
application/srgs+xml				grxml
application/sru+xml				sru
application/ssdl+xml				ssdl
application/ssml+xml				ssml
# application/tamp-apex-update
# application/tamp-apex-update-confirm
# application/tamp-community-update
# application/tamp-community-update-confirm
# application/tamp-error
# application/tamp-sequence-adjust
# application/tamp-sequence-adjust-confirm
# application/tamp-status-query
# application/tamp-status-response
# application/tamp-update
# application/tamp-update-confirm
application/tei+xml	tei teicorpus
application/thraud+xml				tfi
# application/timestamp-query
# application/timestamp-reply
application/timestamped-data			tsd
# application/ttml+xml
# application/tve-trigger
# application/ulpfec
# application/urc-grpsheet+xml
# application/urc-ressheet+xml
# application/urc-targetdesc+xml
# application/urc-uisocketdesc+xml
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# application/vcard+xml
# application/vemmi
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# application/vnd.3gpp-prose+xml
# application/vnd.3gpp-prose-pc3ch+xml
# application/vnd.3gpp.access-transfer-events+xml
# application/vnd.3gpp.bsf+xml
# application/vnd.3gpp.mid-call+xml
# audio/32kadpcm
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# multipart/header-set
# multipart/mixed
# multipart/parallel
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# multipart/x-mixed-replace
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text/cache-manifestappcache
text/calendars { ifb

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text/csvcsv
# text/csv-schema
# text/directory
# text/dns
# text/ecmascript
# text/encaprtp
# text/enriched
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text/x-setextextx
# video/ulpfec
# video/vc1
# video/vnd.cctv
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video/vnd.dece.mobileuvm uvvm
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources.jar/org/springframework/web/method/support/HandlerMethodArgumentResolver.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources.jar/org/springframework/web/context/support/ServletConfigPropertySource.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources.jar/org/springframework/web/context/ConfigurableWebApplicationContext.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/context/support/WebApplicationObjectSupport.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/multipart/support/ByteArrayMultipartFileEditor.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/converter/HttpMessageNotWritableException.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources.jar/org/springframework/web/context/request/RequestContextListener.java
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/http/ReactiveHttpInputMessage.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/annotation/RequestAttribute.java
* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/bind/annotation/SessionAttribute.java
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org.springframework.web.server.adapter.WebHttpHandlerBuilder$SpringWebBlockHoundIntegration

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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration
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* /opt/cola/permits/1182802168_1627053521.1/0/spring-web-5-3-9-sources-jar/org/springframework/web/context/support/ServletContextResourceLoader.java

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1.1266 ttmkfdir 3.0.9-42.el7

1.1267 kotlin 1.4.32

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null) { 
    return 0; 
} 

var objType = typeof obj; 
if ("object" === objType) { 
    return "function" 
} 

getOwnPropertyNames(obj); 
if ("number" === objType) { 
    return Kotlin.numberHashCode(obj); 
} 

if ("boolean" === objType) { 
    return Number(obj); 
} 

var str = String(obj); 
return getStringHashCode(str); 
} 

Kotlin.toString = function (o) { 
    if (o == null) { 
        return "null"; 
    } 
    else if (Kotlin.isArrayish(o)) { 
        return "[...]"; 
    } 
    else { 
        return o.toString(); 
    } 
} 

/** @const */
var POW_2_32 = 4294967296; 

var OBJECT_HASH_CODEPROPERTY_NAME = "kotlinHashCodeValue$"; 

function getObjectHashCode(obj) { 
    if (!OBJECT_HASH_CODEPROPERTY_NAME in obj) { 
        var hash = (Math.random() * POW_2_32) | 0; // Make 32-bit singed integer.
        DefineProperty(obj, OBJECT_HASH_CODEPROPERTY_NAME, { 
            value: hash, enumerable: false }); 
    } 
    return obj[OBJECT_HASH_CODEPROPERTY_NAME]; 
}

function getStringHashCode(str) { 
    var hash = 0; 
    for (var i = 0; i < str.length; i++) { 
        var code = str.charCodeAt(i); 
        hash = (hash * 31 + code) | 0; // Keep it 32-bit.
    } 
    return hash; 
}

Kotlin.identityHashCode = getObjectHashCode;

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/**
 * Constructs a 64-bit two's-complement integer, 
 * given its low and high 32-bit
 * values as *signed* integers.  See the from* functions below for more
 * convenient ways of constructing Longs.
 * In the algorithms below, we frequently reduce the negative case to the
 * positive case by negating the input(s) and then post-processing the result.
 * Note that we must ALWAYS check specially whether those values 
 * are MIN_VALUE* (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as
 * a positive number, it overflows back into a negative).  Not handling this
 * case would often result in infinite recursion.
 * *@param [number] low The low (signed) 32 bits of the long.
 * *@param [number] high The high (signed) 32 bits of the long.
 * *@constructor
 * *@final
 */
Kotlin.Long = function(low, high) { 
    /**
     * @type {number}
     * @private
     */
    this.low_ = low | 0; 

    /**
     * @type {number}
     * @private
     */
    this.high_ = high | 0; 
};

Kotlin.Long.$metadata$ = {
    kind: "class",
    simpleName: "Long",
    interfaces: []
};

// NOTE: Common constant values 
ZERO, ONE, NEG_ONE, etc. are defined below the
// from* methods on which they depend.

/**
 * Returns a Long representing the given (32-bit) integer value.
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`,
 * `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`. 
 * *@param [number] value The number in
 * *@return [number] The corresponding Long value.
 */
Kotlin.Long.valueOf = function(value) { 
    if (-128 <= value && value < 128) { 
        var cachedObj = Kotlin.Long.IntCache_ 
            Returns a Long representing the given (32-bit) integer value.

    return cachedObj; 
    } 

    var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0); 

    if (-128 <= value && value < 128) { 
        return obj.Long.getIntInt(cache); 
    } 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = { 
        return obj.Long.getIntInt(cache); 
    } 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
    return obj.Long.getIntInt(cache); 

    if (cachedObj) { 
        return cachedObj; 
    } 

    var obj = new Kotlin.Long(value, this.low_ = low | 0; // Force into 32 signed bits.
    this.high_ = high | 0; // Force into 32 signed bits.
```java
Kotlin.Long.TWO_PWR_63_DBL_ = 1 << 63;
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);
Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);
Kotlin.Long.ZERO = Kotlin.Long.ZERO;
Kotlin.Long.ONE = Kotlin.Long.ONE;
Kotlin.Long.NEG_ONE = Kotlin.Long.NEG_ONE;
Kotlin.Long.MAX_VALUE = Kotlin.Long.MAX_VALUE;
Kotlin.Long.MIN_VALUE = Kotlin.Long.MIN_VALUE;
```

This code represents a series of constants and operations for working with 64-bit integers in Kotlin. It includes operations for converting between different representations of long values, as well as methods for parsing and formatting long values as strings. The constants and methods are defined to facilitate the handling of large integers, ensuring that common operations are optimized for performance and correctness.
return '0';
} else if (this.isNegative()) {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    // We need to change the Long value before it can be negated, so we remove
  } else {
    return '+' + this.negate().toString(radix);
  }
}

return div.toString(radix) + rem.toInt().toString(radix); // Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.

var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));
var rem = this;
var result = ''; var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt(); var digits = intval.toString(radix); rem = remDiv;

if (rem.isZero()) {
  return digits + result;
}

while (digits.length < 6) {
  digits = '0' + digits;
}
result = '' + digits + result;

// Do several (6) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.

@android.lang.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_; // The low 32-bits as an unsigned value.
}

@android.lang.Long.prototype.getLowBits = function() {
  return this.low_; // The low 32-bits as a signed value.
}

@android.lang.Lang.prototype.getHighBits = function() {
  return this.high_; // The high 32-bits as a signed value.
}

@android.lang.Lang.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_; for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
  }
}

@android.lang.Lang.prototype.equalsLong = function(other) {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
}

@android.lang.Lang.prototype.notEqualsLong = function(other) {
  return (this.high_ != other.high_) || (this.low_ != other.low_); // Returns the number of bits needed to represent the absolute* value of this Long.
}

@android.lang.Lang.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
}

@android.lang.Lang.prototype.isNegative = function() {
  return this.high_ < 0;
}

@android.lang.Lang.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
}

@android.lang.Lang.prototype.lessThan = function(other) {
  return this.compare(other) < 0;
}

@android.lang.Lang.prototype.lessThanOrEqual = function(other) {
  return this.compare(other) <= 0;
}

@android.lang.Lang.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
}

@android.lang.Lang.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
}

@android.lang.Lang.prototype.compare = function(other) {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  // at this point, the signs are the same, so subtraction will not overflow
  if (this.subtract(other).isNegative()) {
    return -1;
  }
  else {
    return !Kotlin.Long.prototype.not().add(Kotlin.Long.ONE); // The negation of this value.
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE); // The negation of this value.
  }

  var rem = div.multiply(radixLong).subtract(this);
  return div.toString(radix) + rem.toInt().toString(radix);
}

if (this.isNegative()) {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return '
  } else {
    return '+' + this.negate().toString(radix);
  }
}

@android.lang.Lang.prototype.subtract = function(other) {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE);
  }

Long.prototype.add = function(other) {

  // Divide each number into 4 chunks of 16 bits, and
  // then sum the chunks.

  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0,
  c32 = 0,
  c16 = 0,
  c00 = 0;

  // We can skip products that would overflow.

  var a48 + b48 = this.high_ + other.high_;
  var a32 + b32 = this.high_ & other.high_;
  var a16 + b16 = this.low_ + other.low_;
  var a00 + b00 = this.low_ & other.low_;

  var c48 += a00 + b00;
  c32 += c48 + b32;
  c16 += c32 + b16;
  c00 += c16 + b00;

  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
};


/**
 * Returns the difference of this and the given Long.
 * @param {Kotlin.Long} other Long to subtract from this.
 * @return {!Kotlin.Long} The difference of this and the given Long.
 */
Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};


/**
 * Returns the product of this and the given Long.
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {!Kotlin.Long} The product of this and the other.
 */
Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
        other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;
    } else {
      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {
        return other.isNegative() ? Kotlin.Long.ONE :
          Kotlin.Long.ZERO;
      } else {
        var rem = this.subtract(other.multiply(approx));
        return approx.add(rem.div(other)).
      }
    }
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.ZERO;
  } else if (this.isNegative()) {
    return this.negate().multiply(other.negate());
  } else if (other.isNegative()) {
    return this.multiply(other.negate()).negate();
  }

  // Repeat the following until the remainder is less than other: find an
  // floating-point that approximates remainder / other *from below*, add this
  // into the result, and subtract it from
  // the remainder. It is critical that
  // the approximate value is less than or equal to the real value so that the
  // remainder never becomes negative. 
  var rem = this.subtract(other.multiply(approx));
  var result = approx.add(rem.div(other)).
};


/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} This Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  }

  if (other.equalsLong(Kotlin.Long.ZERO)) {
    return Kotlin.Long.ZERO;
  }

  // At this point, we have |other| >= 2, so [this/other] < |MIN_VALUE|.
  var halfThis = this.shiftRight(1);
  var approx = halfThis.div(other).shiftLeft(1);
  if (approx.equalsLong(Kotlin.Long.ZERO)) {
    return other.isNegative() ? Kotlin.Long.ONE :
      Kotlin.Long.ZERO;
  } else {
    var rem = this.subtract(other.multiply(approx));
    return approx.add(rem.div(other)).
  }
}

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... smaller than the actual value.\n var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));\n // We will tweak the approximate result by changing it in the 48-th digit or\n // the smallest non-fractional digit, whichever is larger.\n var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);\n // Decrease the approximation until it is smaller than the remainder. Note\n // that if it is too large, the product overflows and is negative.\n var approxRes = Kotlin.Long.fromNumber(approx);\n var approxRem = approxRes.multiply(other);\n while (approxRem.isNegative() || approxRem.greaterThan(rem)) {\n   approx -= delta;\n   approxRes = Kotlin.Long.fromNumber(approx);\n   approxRem = approxRes.multiply(other);\n }\n // We know the answer can't be zero... and actually, zero would cause\n // infinite recursion since we would make no progress.\n if (approxRem.isZero()) {\n   approxRes = Kotlin.Long.ONE;\n }\n res = res.add(approxRes);\n rem = rem.subtract(approxRem);\n }\n return res;\n}\n
/**\n * Returns this Long modulo the given one.\n * @param {Kotlin.Long} other Long by which to mod.\n * @return {Kotlin.Long} This Long modulo the given one.\n */\nKotlin.Long.prototype.modulo = function(other) {\n  return this.subtract(this.div(other).multiply(other));\n}\n
/** @return {!Kotlin.Long} The bitwise-NOT of this value.\n * @param {Kotlin.Long} other The Long with which to AND.\n * @return {Kotlin.Long} The bitwise-AND of this and the other.\n */\nKotlin.Long.prototype.and = function(other) {\n  return Kotlin.Long.fromBits(this.low_ & other.low_,\n                           this.high_ & other.high_);\n}\n
/**\n * Returns this Long with bits shifted to the left by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {Kotlin.Long} This shifted to the left by the given amount.\n */\nKotlin.Long.prototype.shiftLeft = function(numBits) {\n  numBits &= 63;\n  if (numBits == 0) {\n    return this;\n  } else {\n    var low = this.low_;\n    if (numBits < 32) {\n      var high = this.high_;\n      return Kotlin.Long.fromBits((low << numBits) | (high >>> (32 - numBits)),\n                                   high >>> numBits);\n    } else if (numBits == 32) {\n      return Kotlin.Long.fromBits(high, 0);\n    } else {\n      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n    }\n  }\n}\n
// Support for Kotlin\nKotlin.Long.prototype.equals = function (other) {\n    return other instanceof Kotlin.Long &&\n    this.equalsLong(other);\n};\nKotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;\nKotlin.Long.prototype.inc = function() {\n    return this.add(Kotlin.Long.ONE);
};\nKotlin.Long.prototype.dec = function() {\n    return this.subtract(Kotlin.Long.ONE);
};\nKotlin.Long.prototype.valueOf = function() {\n    return...
remove following function and replace it with 'Kotlin.doubleCompareTo' (see misc.js)

```javascript
var totalOrderComparator = function (a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    if (a === b) {
        return 0;
        var ia = 1 / a;
        return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
    }
}

for (var i = 0; i < arrays.length; ++i) {
    var TypedArray = arrays[i];
    if (typeof TypedArray.prototype.sort === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'sort', {
            value: function(compareFunction) {
                return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
            }
        });
    }
}
```
module
@PublishedApi
external fun <T> Array(size: Int): Array<T>

fun <T> newArray(size: Int, initValue: T) = fillArrayVal(Array<T>(size), initValue)

inline fun <T> newArrayF(size: Int, init: (Int) -> T) = fillArrayFun(Array<T>(size), init)

inline fun <T> fillArrayFun(array: Array<T>, init: (Int) -> T) = 
    for (i in 0..array.size - 1) {
        array[i] = init(i)
    }
    return array

fun booleanArray(size: Int, init: dynamic): Array<Boolean> {
    val result = Array<Boolean>(size)
    result.`$type$` = "BooleanArray"
    return when (init) {
        null, true -> fillArrayVal(result, false)
        false -> result
        else -> fillArrayFun<Boolean>(result, init)
    }
}

inline fun booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> = fillArrayFun(booleanArray(size, false), init)

fun charArray(size: Int, init: dynamic): Array<Char> {
    val result = js("new Uint16Array(size)")
    result.`$type$` = "CharArray"
    return when (init) {
        null, true, false -> result // For consistency
        else -> fillArrayFun<Char>(result, init)
    }
}

inline fun charArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {
    val array = charArray(size, null)
    for (i in 0..array.size - 1) {
        @Suppress("UNUSED_VARIABLE") // used in js block
        val value = init(i)
        js("array[i] = value;")
    }
    return array
}

inline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {
    val array = Array<Char>(size)
    for (i in 0..array.size - 1) {
        @Suppress("UNUSED_VARIABLE") // used in js block
        val value = init(i)
        js("array[i] = value;")
    }
    return array
}

fun longArray(size: Int, init: dynamic): Array<Long> {
    val result = Array<Long>(size)
    result.`$type$` = "LongArray"
    return when (init) {
        null, true -> fillArrayVal(result, 0L)
        false -> result
        else -> fillArrayFun<Long>(result, init)
    }
}

inline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false), init)

private fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> {
    for (i in 0..array.size - 1) {
        array[i] = initValue
    }
    return array
}
```kotlin
/*
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/*
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}
```

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The image contains a section of text from a codebase that is not fully visible. The code snippet includes various functions and methods related to array operations in Kotlin. The text is a mix of code comments and function definitions, focusing on array element access and containment checks. The snippets are marked with Kotlin-specific syntax like `operator fun <T> Array<out T>.component5()`, indicating inline operators for accessing specific elements of arrays of various types. The code is designed to handle edge cases, such as when the array size is less than the requested element index, throwing an `IndexOutOfBoundsException` except in Kotlin/JS where the behavior is unspecified.

The text snippet is not fully visible, so it is challenging to provide a complete and accurate representation. However, it is clear that the code is intended for use in a Kotlin environment, possibly related to the Cisco Nexus Dashboard Insights 6.1.1, as mentioned at the top of the page in the context of Open Source Used In Cisco Nexus Dashboard Insights 6.1.1.
return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

return indexOf(element) >= 0
* Returns `true` if [element] is found in the array.
*/
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}
lastIndex) get(index) else defaultValue(value(index))/n

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrElse

*fn@kotlin.internal.InlineOnly

inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {n

* return if (index >= 0 &&

index <= lastIndex) get(index) else defaultValue(value(index))/n

* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrElse

*fn@kotlin.internal.InlineOnly

inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {n

* return if (index >= 0 &&

index <= lastIndex) get(index) else defaultValue(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrElse

*fn@kotlin.internal.InlineOnly

inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {n

* return if (index >= 0 &&

index <= lastIndex) get(index) else defaultValue(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrElse

*fn@kotlin.internal.InlineOnly

inline fun <T> Array<out T>.elementAtOrNonNull(index: Int): T? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun ByteArray.elementAtOrNonNull(index: Int): Byte? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun ShortArray.elementAtOrNonNull(index: Int): Short? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun IntArray.elementAtOrNonNull(index: Int): Int? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun LongArray.elementAtOrNonNull(index: Int): Long? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun FloatArray.elementAtOrNonNull(index: Int): Float? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun DoubleArray.elementAtOrNonNull(index: Int): Double? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun BooleanArray.elementAtOrNonNull(index: Int): Boolean? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun CharArray.elementAtOrNonNull(index: Int): Char? {n

* return this.getOrNonNull(value(index))/n

* Returns an element at the given [index] or ‘null’ if the [index] is out of bounds of this array.

samples.Collections.Elements.elementAtOrNonNull

*fn@kotlin.internal.InlineOnly

inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {n

* return this.firstOrNull(predicate)/n

* Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

samples.Collections.Elements.find

*fn@kotlin.internal.InlineOnly

inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {n

* return this.firstOrNull(predicate)/n

* Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

samples.Collections.Elements.find

*fn@kotlin.internal.InlineOnly

inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {n

* return this.firstOrNull(predicate)/n

* Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

samples.Collections.Elements.find

*fn@kotlin.internal.InlineOnly

inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {n

* return this.firstOrNull(predicate)/n

* Returns the first element matching the given [predicate], or ‘null’ if no such element was found.

samples.Collections.Elements.find

*fn@kotlin.internal.InlineOnly

inline fun
this[0]\n\n/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
NoSuchElementException("Array contains no element matching the predicate.") } )

 * Returns the first element, or `null` if the array is not found.
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * Returns the first element matching the given [predicate], or `null` if element was not found.
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 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * Returns the first element matching the given [predicate], or `null` if element was not found.
Int): Int {null return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }\n\n/**
 * Returns an element at the given [index] or the result of the calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly\n@public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOfNull(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOfNullOrNull(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}
fun Array.indexOfFirst(predicate: (T) -> Boolean): Int
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */
public fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the [predicate], or -1 if the array does not contain such element.\n */
public fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun DoubleArray.indexOfFirst(element: Double): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun FloatArray.indexOfFirst(element: Float): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun IntArray.indexOfFirst(element: Int): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun LongArray.indexOfFirst(element: Long): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ShortArray.indexOfFirst(element: Short): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ByteArray.indexOfFirst(element: Byte): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun StringArray.indexOfFirst(element: String): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun IntArray.indexOfFirst(element: Int): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun LongArray.indexOfFirst(element: Long): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ShortArray.indexOfFirst(element: Short): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ByteArray.indexOfFirst(element: Byte): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun StringArray.indexOfFirst(element: String): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun CharArray.indexOfFirst(element: Char): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun DoubleArray.indexOfFirst(element: Double): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun FloatArray.indexOfFirst(element: Float): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun IntArray.indexOfFirst(element: Int): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun LongArray.indexOfFirst(element: Long): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ShortArray.indexOfFirst(element: Short): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ByteArray.indexOfFirst(element: Byte): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun StringArray.indexOfFirst(element: String): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun CharArray.indexOfFirst(element: Char): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun DoubleArray.indexOfFirst(element: Double): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun FloatArray.indexOfFirst(element: Float): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun IntArray.indexOfFirst(element: Int): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun LongArray.indexOfFirst(element: Long): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ShortArray.indexOfFirst(element: Short): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.\n */
public fun ByteArray.indexOfFirst(element: Byte): Int
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}
(predicate(this[index])) \n return index
} \n return -1
} \n
* Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*public inline fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws NoSuchElementException if the array is empty.
 * @sample
 */
public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
throw NoSuchElementException("Array is empty.")\n} \nreturn this[\lastIndex]\n} \n\n   * Returns the last element.\n   * @throws NoSuchElementException if the array is empty.\n   * @sample samples.collections.Collections.Elements.last\n   *\n   *\n   */

public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")\n    return this[\lastIndex]\n} \nreturn this[\lastIndex]\n} \n\n   * Returns the last element matching the given \[predicate\].\n   * @throws NoSuchElementException if no such element is found.\n   * @sample samples.collections.Collections.Elements.last\n   */

public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given \[predicate\].
 * @throws NoSuchElementException if no such element is found.\n * @sample samples.collections.Collections.Elements.last\n */

public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[\index]\n        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```kotlin
fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

fun ShortArray.lastOrNull(): Short? {
    return if (isEmpty()) null else this[size - 1]
}

ByteArray.lastOrNull(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}

T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

fun <@kotlin.internal.OnlyInputTypes T> CharArray.lastIndexOf(element: Char): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

fun BooleanArray.lastIndexOf(element: Boolean): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

fun DoubleArray.lastIndexOf(element: Double): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

ByteArray.lastIndexOf(element: Byte): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

fun FloatArray.lastIndexOf(element: Float): Int {
    for (index in indices.reversed()) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

for (index in indices.reversed()) {
    if (this[index] == null) {
        return index
    }
}

fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        return -1
    }
    throw NoSuchElementException("Array contains no element matching the predicate."")
}

for (index in indices.reversed()) {
    val element = this[index]
    if (predicate(element)) return element
}
throw NoSuchElementException("Array contains no element matching the predicate."")

Returns last index of [element], or -1 if the array does not contain element.

* /n public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed())
    return if (predicate(element)) element
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (isNotEmpty()) return this.contains(element) {
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate."")
}

for (index in indices.reversed()) {
    if (predicate(element)) return element
}
throw NoSuchElementException("Array contains no element matching the predicate."")

for (index in indices.reversed()) {
    if (element == this[index]) {
        return index
    }
}
throw NoSuchElementException("Array contains no element matching the predicate."")

for (index in indices.reversed()) {
    if (element == this[index]) {
        return index
    }
}
throw NoSuchElementException("Array contains no element matching the predicate."")

for (index in indices.reversed()) {
    if (element == this[index]) {
        return index
    }
}
throw NoSuchElementException("Array contains no element matching the predicate."")

for (index in indices.reversed()) {
    if (element == this[index]) {
        return index
    }
}
throw NoSuchElementException("Array contains no element matching the predicate."")
```

fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]  // Returns the last element, or 'null' if the array is empty.
}

/**
 * Returns the last element, or 'null' if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]  // Returns the last element, or 'null' if the array is empty.
}

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]  // Returns the last element, or 'null' if the array is empty.
}

/**
 * Returns the last element, or 'null' if no such element was found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
public fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null  // Returns the last element matching the given [predicate], or 'null' if no such element was found.
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)  // Returns a random element from this array.
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)  // Returns a random element from this array.
}
this array.

* @throws NoSuchElementException if this array is empty.

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random().nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(random: Random): Byte {
    return random.nextInt(size) as Byte
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(random: Random): Short {
    return random.nextInt(size) as Short
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(random: Random): Int {
    return random.nextInt(size) as Int
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(random: Random): Long {
    return random.nextInt(size) as Long
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(random: Random): Float {
    return random.nextInt(size) as Float
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(random: Random): Double {
    return random.nextInt(size) as Double
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(random: Random): Boolean {
    return random.nextInt(size) as Boolean
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(random: Random): Char {
    return random.nextInt(size) as Char
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

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is empty:\n
    return get(random.nextInt(size))\n\n
*\n
@SinceKotlin("1.4")\n@Was Experimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Array<out T> randomOrNull(): T? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.randomOrNull(): Byte? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.randomOrNull(): Short? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun IntArray.randomOrNull(): Int? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun LongArray.randomOrNull(): Long? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun FloatArray.randomOrNull(): Float? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.randomOrNull(): Double? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.randomOrNull(): Boolean? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.randomOrNull(): Char? {\n    return randomOrNull(Random)\n\n
*\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\n\npublic fun <T> Array<out T> randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n\n
*\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\n\npublic fun ByteArray.randomOrNull(random: Random): Byte? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n\n
*\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\n\npublic fun ShortArray.randomOrNull(random: Random): Short? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n\n
*\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\n\npublic fun IntArray.randomOrNull(random: Random): Int? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n\n
*\n
/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\n\npublic fun LongArray.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return get(random.nextInt(size))\n
randomness, or `null` if this array is empty.

```kotlin
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

```kotlin
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> false
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
public fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```

```kotlin
public fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```

```kotlin
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
public fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```

```kotlin
public fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```

```kotlin
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

```kotlin
public fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```

```kotlin
public fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            single = element
            found = true
            break
        }
    }
    if (!found)
        throw NoSuchElementException("Array has no element matching the given predicate.")
    return single
}
```
@Throws(IllegalArgumentException::class)
fun <T> Array<T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(NoSuchElementException::class)
fun <T> Array<T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw NoSuchElementException("Array contains no element matching the predicate.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

@Throws(IllegalArgumentException::class)
fun <T> CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}
if (found) throw IllegalArgumentException("Array contains more than one matching element.\n")
    if (found) throw NoSuchElementException("Array contains no matching element.\n")
    var found = true
    var single = element

    if (found) return null
    return single
}

/**
 * Returns the single element matching the given `predicate`, or `null` if more than one element.
 */
public inline fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun StringArray.singleOrNull(): String? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun BooleanArrayOrNull.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ByteArrayOrNull.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun CharArrayOrNull.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun DoubleArrayOrNull.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun FloatArrayOrNull.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun IntArrayOrNull.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun LongArrayOrNull.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ShortArrayOrNull.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun StringArrayOrNull.singleOrNull(): String? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun BooleanArrayOrNullOrNull.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ByteArrayOrNullOrNull.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun CharArrayOrNullOrNull.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun DoubleArrayOrNullOrNull.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun FloatArrayOrNullOrNull.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun IntArrayOrNullOrNull.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun LongArrayOrNullOrNull.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun ShortArrayOrNullOrNull.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public inline fun StringArrayOrNullOrNull.singleOrNull(): String? {
    return if (size == 1) this[0] else null
}
[predicate], or `null` if element was not found or more than one element was found.

```java
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```java
/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.drop(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```

```java
/**
 * Returns a list containing all elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).unmodifiableList
}
```
n).coerceAtLeast(0))\n    \n    * Returns a list containing all elements except last \[n\] elements.\n    * @throws IllegalArgumentException if \[n\] is negative.\n    * @sample samples.collections.Collections.Transformations.drop\n    */

    public fun ByteArray.dropLast(n: Int): List<Byte> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun ShortArray.dropLast(n: Int): List<Short> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun IntArray.dropLast(n: Int): List<Int> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun LongArray.dropLast(n: Int): List<Long> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun FloatArray.dropLast(n: Int): List<Float> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun DoubleArray.dropLast(n: Int): List<Double> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun BooleanArray.dropLast(n: Int): List<Boolean> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public fun CharArray.dropLast(n: Int): List<Char> {
        require(n >= 0) { "Requested element count \[n\] is less than zero." }
        return take((size - n).coerceAtLeast(0))\n    }

    public inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
        for (index in lastIndex downTo 0) {
            if (!predicate(this[index])) {
                return take(index + 1)
            }
        }
        return emptyList()
    }

    // Other implementations for other types

    // Examples:
    // val list = listOf(1, 2, 3, 4, 5)
    // println(list.dropLast(2)) // Output: [3, 4, 5]

    // Other transformations
    // val list = listOf("apple", "banana", "cherry")
    // println(list.dropLastWhile { it.startsWith("a") }) // Output: ["banana", "cherry"]
except last elements that satisfy the given [predicate].

```kotlin
public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return emptyList()
        }
    return take(lastIndex)
}
```

```kotlin
public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return emptyList()
        }
    return take(lastIndex)
}
```

```kotlin
public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return emptyList()
        }
    return take(lastIndex)
}
```

```kotlin
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return emptyList()
        }
    return take(lastIndex)
}
```

```kotlin
public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return emptyList()
        }
    return take(lastIndex)
}
```

```kotlin
public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```
samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}
Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate]. Returns a list containing only elements matching the given [predicate].
forEachIndexed { index, element ->
    if (predicate(index, element)) destination.add(element)
}
return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableList<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableList<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableList<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableList<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableList<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun <reified R, C :MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T :Array<out T>> T.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

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samples.collections.Collections.Filtering.filter\n */

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 * 
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements that are not `null` to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNotNullTo
 */
public inline fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this)
        if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not
 * matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
        if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching
 * the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this)
        if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching
 * the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this)
        if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
targetIndex = 0
for (sourceIndex in indices) {
    result[targetIndex++] = this[sourceIndex]
}
return result

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    var result = IntArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun LongArray.sliceArray(indices: Collection<Int>): LongArray {
    var result = LongArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    var result = FloatArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    var result = DoubleArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: IntRange): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: IntRange): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun ShortArray.sliceArray(indices: IntRange): ShortArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toShortArray()
}

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: IntRange): IntArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun ByteArray.sliceArray(indices: IntRange): ByteArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toByteArray()
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toByteArray()
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toByteArray()
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toByteArray()
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    var result = CharArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

* Returns an array containing elements of this array at specified [indices].

fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toIntArray()
}

* Returns an array containing elements of this array at specified [indices].

fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    return copyOfRange(indices.start, indices.endInclusive + 1).toByteArray()
}

* Returns an array containing elements of this array at specified [indices].

fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    var result = Array(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
(Boolean) -> Boolean): List<BOOLEAN> {
    val list = ArrayList<BOOLEAN>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    val list = ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @param predicate the predicate to use.
 * @return the list containing the first elements satisfying the given [predicate].
 */
public inline fun <T> Array<T>.reverse(): Unit {
    // Implementation
    // ...
this[reverseIndex] = tmp
        this[reverseIndex] = this[reverseIndex]
        tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp

    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @param fromIndex is less than zero or [toIndex] is greater than the size of this array.
 * @throws IndexOutOfBoundsException if [fromIndex] is greater than [toIndex].
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.4")
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
fun <T> Array<T>.reversedArray(): Array<T> {
    if (isEmpty()) return this
    val result = arrayOfNulls(this, size)
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): IntArray {
    if (isEmpty()) return this
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
return result
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.4")
public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) { 
        result[lastIndex - i] = this[i]
    }
    return result
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place. 
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified 
 * [random] instance as the source of randomness.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) { 
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.4")
public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) { 
        result[lastIndex - i] = this[i]
    }
    return result
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place. 
 */
@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(): Unit {
    shuffle(Random)
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.4")
public fun CharArray.reversedArray(): CharArray {
    if (isEmpty()) return this
    val result = CharArray(size)
    val lastIndex = lastIndex
    for (i in 0..lastIndex) { 
        result[lastIndex - i] = this[i]
    }
    return result
}
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
 * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.4")
public fun CharArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareByDescending(selector))
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun IntArray.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ByteArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ShortArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun IntArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun FloatArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun DoubleArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun CharArray.sortDescending(): Unit {
    sort()
    reverse()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {
    return sortedArray().asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin("1.4")
public fun
DoubleArray.sorted(): List<Double> { return toTypedArray().apply { sort() }.asList() * Returns a list of all elements sorted according to their natural sort order. *

CharArray.sorted(): List<Char> { return this.copyOf().apply { sort() }.asList() * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

ByteArray.sorted(): ByteArray { return this.copyOf().apply { sort() }.asList() *} 

CharArray.sorted(): CharArray { return this.copyOf().apply { sort() }.asList() *} 

IntArray.sorted(): IntArray { return this.copyOf().apply { sort() }.asList() *} 

LongArray.sorted(): LongArray { return this.copyOf().apply { sort() }.asList() *} 

FloatArray.sorted(): FloatArray { return this.copyOf().apply { sort() }.asList() *} 

DoubleArray.sorted(): DoubleArray { return this.copyOf().apply { sort() }.asList() *} 

CharArray.sorted(): CharArray { return this.copyOf().apply { sort() }.asList() *} 

ByteArray.sortedDescending(): ByteArray { return this.copyOf().apply { sortDescending() }.asList() *}

CharArray.sortedDescending(): CharArray { return this.copyOf().apply { sortDescending() }.asList() *}

IntArray.sortedDescending(): IntArray { return this.copyOf().apply { sortDescending() }.asList() *}

LongArray.sortedDescending(): LongArray { return this.copyOf().apply { sortDescending() }.asList() *}

FloatArray.sortedDescending(): FloatArray { return this.copyOf().apply { sortDescending() }.asList() *}

DoubleArray.sortedDescending(): DoubleArray { return this.copyOf().apply { sortDescending() }.asList() *}

CharArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *} 

ByteArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

CharArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

IntArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

LongArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

FloatArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

DoubleArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

CharArray.sortedArrayWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }.asList() *}

ByteArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

CharArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

IntArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

LongArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

FloatArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

DoubleArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

CharArray.sortedArrayDescendingWith(comparator: Comparator<in T>): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortDescendingWith(comparator) }.asList() *}

ByteArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

CharArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

IntArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

LongArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

FloatArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

DoubleArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}

CharArray.sortedArrayWith(selector: T.() -> R?): Array<out T> { if (isEmpty()) return this
    return this.copyOf().apply { sortWith(selector) }.asList() *}
sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
  \n  return
  sortedWith(compareBy(selector))
  * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.

samples.collections.Collections.Sorting.sortedBy
  *\public inline fun <T, R : Comparable<R>>
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
  \n  return
  sortedWith(compareByDescending(selector))
  * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
sortedWith(compareByDescending(selector))} * Returns a list of all elements sorted according to their natural sort order.

return sortedArrayWith(comparator): Returns a list of all elements sorted according to the specified [comparator] function. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

SortedArrayWith(comparator): Returns a list of all elements sorted according to the specified [comparator] function. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
}.asList().

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun ByteArray.asList(): List<Byte>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun ShortArray.asList(): List<Short>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun IntArray.asList(): List<Int>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun LongArray.asList(): List<Long>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun FloatArray.asList(): List<Float>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun DoubleArray.asList(): List<Double>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun CharArray.asList(): List<Char>

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>.contentDeepHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepHashCode(): Int

/**
 * Returns a string representation of the contents of this array as if it is a
 * [*List*].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>.contentDeepToString(): String

/**
 * Returns a string representation of the contents of this array as if it is a
 * [*List*].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public expect fun <T> Array<out T>?.contentDeepToString(): String

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean

@SinceKotlin("1.1")
public expect fun String.valueOf(other: Any): String

@SinceKotlin("1.4")
public expect fun String.valueOf(other: Array<out Any>): String

@SinceKotlin("1.4")
public expect fun String.valueOf(other: List<out Any>): String
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```kotlin
/*
* @Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hideenSince = "1.4."")
public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another;\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

* *\n* Returns `true` if the two specified arrays are structurally equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* @SinceKotlin("1.1.1")
* @DeprecatedSinceKotlin(hiddenSince = "1.4."")
public expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean
```
```kotlin
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hideSince = "1.4")
public fun <T> Array<out T>.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun ByteArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun BooleanArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
public expect fun CharArray?.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. If the subrange doesn't fit into the [destination] array and returns that array, it's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. The copyTo method throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when start index is greater than or equal to end index.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of this array indices or when start index is greater than or equal to end index.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

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to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array and returns that array.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

The subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

```kotlin
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
```

```kotlin
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(): Array<T>
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ByteArray.copyOf(): ByteArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun ShortArray.copyOf(): ShortArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun IntArray.copyOf(): IntArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun LongArray.copyOf(): LongArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun FloatArray.copyOf(): FloatArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun DoubleArray.copyOf(): DoubleArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun BooleanArray.copyOf(): BooleanArray
```

```kotlin
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun CharArray.copyOf(): CharArray
```
CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

ByteArray.copyOf(newSize: Int): ByteArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

ShortArray.copyOf(newSize: Int): ShortArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

IntArray.copyOf(newSize: Int): IntArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

LongArray.copyOf(newSize: Int): LongArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

FloatArray.copyOf(newSize: Int): FloatArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

DoubleArray.copyOf(newSize: Int): DoubleArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with `false` values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

BooleanArray.copyOf(newSize: Int): BooleanArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.
* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
*

CharArray.copyOf(newSize: Int): CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with `null` values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.
* @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf
*

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Array<T?>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

*\n@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
lastIndex

/**
 * Returns the range of valid indices for the array.
 */
public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<out T>.plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun CharArray.plus(element: Char): CharArray

*/

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**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
public expect fun <T> Array<T>.plus(elements: Collection<T>): Array<T>
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
shortArray.plus(element: Short): ShortArray
```

**Returns an array containing all elements of the original array and then the given [element].**

```java
IntArray.plus(element: Int): IntArray
```

**Returns an array containing all elements of the original array and then the given [element].**

```java
LongArray.plus(element: Long): LongArray
```

**Returns an array containing all elements of the original array and then the given [element].**

```java
FloatArray.plus(element: Float): FloatArray
```

**Returns an array containing all elements of the original array and then the given [element].**

```java
CharArray.plus(element: Char): CharArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ByteArray.plus(elements: Collection<Byte>): ByteArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ShortArray.plus(elements: Collection<Short>): ShortArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
IntArray.plus(elements: Collection<Int>): IntArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
LongArray.plus(elements: Collection<Long>): LongArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
FloatArray.plus(elements: Collection<Float>): FloatArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
DoubleArray.plus(elements: Collection<Double>): DoubleArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
BooleanArray.plus(elements: Collection<Boolean>): BooleanArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
CharArray.plus(elements: Collection<Char>): CharArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ByteArray.plus(elements: Collection<Byte>): ByteArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ShortArray.plus(elements: Collection<Short>): ShortArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
IntArray.plus(elements: Collection<Int>): IntArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
LongArray.plus(elements: Collection<Long>): LongArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
FloatArray.plus(elements: Collection<Float>): FloatArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
DoubleArray.plus(elements: Collection<Double>): DoubleArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
BooleanArray.plus(elements: Collection<Boolean>): BooleanArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
CharArray.plus(elements: Collection<Char>): CharArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ByteArray.plus(elements: Collection<Byte>): ByteArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ShortArray.plus(elements: Collection<Short>): ShortArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
IntArray.plus(elements: Collection<Int>): IntArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
LongArray.plus(elements: Collection<Long>): LongArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
FloatArray.plus(elements: Collection<Float>): FloatArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
DoubleArray.plus(elements: Collection<Double>): DoubleArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
BooleanArray.plus(elements: Collection<Boolean>): BooleanArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
CharArray.plus(elements: Collection<Char>): CharArray
```

**Returns an array containing all elements of the original array and then all elements of the given [elements] collection.**

```java
ByteArray.plus(elements: Collection<Byte>): ByteArray
```
FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @param samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @param samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @param samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
transform\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * If any of two pairs would have the same key the last one gets added to the\n * map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateTo(LinkedHashMap<K, V>(capacity),\n        transform)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, T>(capacity),\n        keySelector)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Byte>(capacity),\n        keySelector)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Short>(capacity),\n        keySelector)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Int>(capacity),\n        keySelector)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Long>(capacity),\n        keySelector)\n}

/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\npublic inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Float>(capacity),\n        keySelector)\n}
keySelector)

* Returns a [Map] containing the elements from the given array indexed by the key*
* returned from [keySelector] function applied to each element. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K>

DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, Double>(capacity),

keySelector)

* Returns a [Map] containing the elements from the given array indexed by the key*
* returned from [keySelector] function applied to each element. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K>

BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, Boolean>(capacity),

keySelector)

* Returns a [Map] containing the elements from the given array indexed by the key*
* returned from [keySelector] function applied to each element. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K>

CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, Char>(capacity),

keySelector)

* Returns a [Map] containing the elements from the given array indexed by the key*
* returned from [keySelector] function applied to each element. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key*
* returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration*
* order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>

IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {

val capacity = mapCapacity(size).coerceAtLeast(16)

return associateByTo(LinkedHashMap<K, V>(capacity),

keySelector, valueTransform)

* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. *If any two elements would have the same key returned by [keySelector] the last one gets added to the map. *The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

@public inline fun <K, V>
capacity = mapCapacity(size).coerceAtLeast(16)
        return associateByTo(LinkedHashMap<K, V>(capacity),
                keySelector, valueTransform)
    }
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
            keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value
 * pairs, where key is provided by the [keySelector] function applied to each element of the given array and
 * value is the element itself.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value
 * pairs, where key is provided by the [keySelector] function applied to each element of the given array and
 * value is the element itself.
 * @return a [Map] containing the values provided by [valueTransform]
 * and indexed by [keySelector] functions applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for
Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. 

@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. 
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
*/
public inline fun <K, M : MutableMap<in K, in T>> TArray.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this)
        destination.put(keySelector(element), valueTransform(element))
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [valueTransform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this)
        destination.put(keySelector(element), valueTransform(element))
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}
Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n} \n
/**
 * Populates and returns the [destination] mutable map with key-value pairs \n * provided by \n * the [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key, the last one gets added to the \n * map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
public inline fun <K, V, M : MutableMap<K, V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}

/**
 * Populates and returns the [destination] mutable map with key-value pairs \n * provided by \n * the [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key, the last one gets added to the \n * map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */
public inline fun <K, V, M : MutableMap<K, V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {\n    for (element in this) {\n        destination += transform(element)\n    }\n    return destination\n}

/**
 * Returns a \n * [Map] where keys are elements from the given array and values are \n * \n * produced by the \n * [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the \n * map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {\n    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

/**
 * Returns a \n * [Map] where keys are elements from the given array and values are \n * \n * produced by the \n * [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the \n * map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {\n    val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

/**
 * Returns a \n * [Map] where keys are elements from the given array and values are \n * \n * produced by the \n * [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the \n * map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {\n    val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

/**
 * Returns a \n * [Map] where keys are elements from the given array and values are \n * \n * produced by the \n * [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the \n * map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections(Transformations.associateWith\n */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {\n    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}
returned map preserves the entry iteration order of the original array.

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are generated by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Collections.Transformations.associateWith
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are generated by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Collections.Transformations.associateWith
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {
    val result = LinkedHashMap<Boolean, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample samples.collections.Collections.Transformations.associateWithTo
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Byte, in V>> ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.

@sample samples.collections.Collections.Transformations.associateWithTo
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Short, in V>> ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}
```
equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Int, in V>>
IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
  \n  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  \n  return destination
}**\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.Collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T, C : MutableCollection<in T>>
Array<out T>.toCollection(destination: C): C {
  \n  for (item in this) {
    destination.add(item)
  }
  \n  return destination
}**\n* Appends all elements to the given [destination] collection.\n * \n * @sample
samples.Collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T, C : MutableCollection<in T>>
ByteArray.toCollection(destination: C): C {
  \n  for (item in this) {
    destination.add(item)
  }
  \n  return destination
}**\n* Appends all elements to the given [destination] collection.\n * \n * @sample
samples.Collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T, C : MutableCollection<in T>>
ShortArray.toCollection(destination: C): C {
  \n  for (item in this) {
    destination.add(item)
  }
  \n  return destination
}**\n* Appends all elements to the given [destination] collection.\n * \n * @sample
samples.Collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T, C : MutableCollection<in T>>
IntArray.toCollection(destination: C): C {
  \n  for (item in this) {
    destination.add(item)
  }
  \n  return destination
}**\n* Appends all elements to the given [destination] collection.\n * \n * @sample
samples.Collections.Collections.Transformations.associateWithTo\n
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Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 10631
listOf(this[0])
else -> this.toListMutable().

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toListMutable(): MutableList<T> {
    return ArrayList(this.asCollection())
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toListMutable(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toListMutable(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toListMutable(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toListMutable(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList]
 * filled with all elements of this array.
 */
public fun FloatArray.toListMutable(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList]
 * filled with all elements of this array.
 */
public fun DoubleArray.toListMutable(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a new [MutableList]
 * filled with all elements of this array.
 */
public fun BooleanArray.toListMutable(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun FloatArray.toCollection(transform: (T) -> Float): List<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(transform(item))
    return list
}
@sample samples.collections.Collections.Transformations.flatMap

public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
@kotlin.jvm.JvmName("flatMapIndexed")
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (T, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIteutable")
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (T, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.flatMapIndexed(transform: (Int, Byte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIteutable")
public inline fun <R> BooleanArray.flatMapIndexed(transform: (Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.flatMapIndexed(transform: (Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.flatMapIndexed(transform: (Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of
 * original array and its index in the original array.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.flatMapIndexed(transform: (Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
flatMapIndexedTo(ArrayList<R>(), transform)

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableList<R>> Collection<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].
 */
@kotlin.experimental.ExperimentalTypeInference::class
@OptIn(kotlin.internal.InlineOnly::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableList<R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
destination.addAll(list)}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("groupBy")
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}
given [keySelector] function\n * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced
 * from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */
public
 * \n * inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n *} \n */

/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n *} \n */

/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */

/**
 * Groups values returned by the [valueTransform] function applied
 * to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */
public
 * @sample samples.collections.Collections.Transformations.groupBy\n */
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {
 * return
 * groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n *} \n */
samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, V>
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, V>
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
@sample

samples.collections.Collections.TransformationsgroupByKeysAndValues

public inline fun <K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
map.

`inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samplescollections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the elements and puts to the
 * [destination] map each group key associated with a list of corresponding values.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

public inline fun <K, V, M :MutableMap<in K, M\utableList<in V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * @return The [destination] map.\n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrElse(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n        return destination\n    }\n}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold\noperations\n * using the specified [keySelector] function to extract a key from each element.\n * @sample samples.collections.Grouping.groupingByEachCount\n */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)\n    }
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <R> <T, R> Array<out T>.mapIndexedTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = destination.getOrElse(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n        return destination\n    }\n}
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each
 * element and its index in the original array
 * and appends only the non-null results to the given
 * [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    LongArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
    CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a list containing only distinct elements from the given array.
 * Among equal elements of the given array, only the first one will
 */

be present in the resulting list. The elements in the resulting list are in the same order as they were in the source array.

```kotlin
public fun <T> Array<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}
```

```kotlin
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}
```

```kotlin
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

```kotlin
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```
**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

**Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.**

```kotlin
public inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```
array and the specified collection. The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.

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The returned set preserves the element iteration order of the original array.

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The returned set preserves the element iteration order of the original array.

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The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.

* * *
The returned set preserves the element iteration order of the original array.
element iteration order of the original array.

*/
public infix fun BooleanArray.subtract(other: Iterable<Boolean>):
Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
} /* The returned set preserves the element iteration order of the original array.

CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
} /* The returned set preserves the element iteration order of the original array.

Array<out T>.toMutableSet(): MutableSet<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))/\n\n
ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))/\n\n
ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))/\n\n
IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))/\n\n
LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))/\n\n
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))/\n\n
ShortArray.union(other: Iterable<Short>): Set<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))/\n\n
end\n* in the order of the [other] collection.\n* \n* To get a set containing all elements that are contained in both collections use [intersect].\n* \n* Returns a set containing all distinct elements from both collections.\n* \n* The returned set preserves the element iteration order of the original array.\n* \n* Those elements of the [other] collection that are unique are iterated in the end\n* \n* To get a set containing all elements that are contained in both collections use [intersect].\n* \n* Returns a set containing all distinct elements from both collections.\n* \n* The returned set preserves the element iteration order of the original array.\n* \n* Those elements of the [other] collection that are unique are iterated in the end\n* \n* To get a set containing all elements that are contained in both collections use [intersect].\n* \n* Returns a set containing all distinct elements from both collections.

```kotlin
Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.\n* \n* Those elements of the [other] collection that are unique are iterated in the end\n* \n* To get a set containing all elements that are contained in both collections use [intersect].\n* \n* Returns a set containing all distinct elements from both collections.\n* \n* The returned set preserves the element iteration order of the original array.\n* \n* Those elements of the [other] collection that are unique are iterated in the end\n* \n* To get a set containing all elements that are contained in both collections use [intersect].\n* \n* Returns a set containing all distinct elements from both collections.

```
Returns `true` if all elements match the given `predicate`. In
* @sample samples.collections.Collections.Aggregates.array\n * @public inline fun CharArray.all\n* predicate: (Char) -> Boolean:\n* for (element in this) if (!predicate(element)) return false\n* return true\n\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun <T> Array<out T>.any\n: Boolean {\n* return !isEmpty()\n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun ByteArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun ShortArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun IntArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun LongArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun FloatArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun DoubleArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun BooleanArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public fun CharArray.any\n: Boolean {\n* return \n* return true\n* Returns `true` if array has at least one element.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun <T> Array<out T>.any\n* predicate: (T) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun ByteArray.any\n* predicate: (Byte) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun ShortArray.any\n* predicate: (Short) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun IntArray.any\n* predicate: (Int) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun LongArray.any\n* predicate: (Long) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun FloatArray.any\n* predicate: (Float) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun DoubleArray.any\n* predicate: (Double) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun BooleanArray.any\n* predicate: (Boolean) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns `true` if at least one element matches the given `predicate`.
* @sample samples.collections.Collections.Aggregates.array\n* @public inline fun CharArray.any\n* predicate: (Char) -> Boolean:\n* for (element in this) if (predicate(element)) return true\n* return false\n* Returns the number of elements in this array.
* @kotlin.internal.InlineOnly
fun <T> Array<out T>.count(): Int {  
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying 
 * [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 */
public inline fun CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
null * Returns the specified [initial] value if the array is empty.
null * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```java
public inline fun <R> IntArray.fold(initial: R, operation: (acc: Int) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```java
public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```java
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```java
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```java
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> IntArray.fold(initial: R, operation: (acc: Int) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> IntArray.fold(initial: R, operation: (acc: Int) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> IntArray.fold(initial: R, operation: (acc: Int) -> R): R {
    var accumulator = initial
    return accumulator
}
```

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(index++, acc, element)
    return accumulator
}
```

```java
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    return accumulator
}
```
value, and calculates the next accumulator value.

```kotlin
/*\n\npublic inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

*\n\nAccumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns the specified [initial] value if the array is empty.
* \n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

*\n\nAccumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns the specified [initial] value if the array is empty.
* \n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

*\n\nAccumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns the specified [initial] value if the array is empty.
* \n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

*\n\nAccumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns the specified [initial] value if the array is empty.
* \n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

*\n\nAccumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* Returns the specified [initial] value if the array is empty.
* \n* @param [operation] function that takes the index of an element, the element itself\n* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

---

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accumulator

forEach: Performs the given [action] on each element.

forEachIndexed: Performs the given [action] on each element, providing sequential index with the element. @param [action] function that takes the index of an element and the element itself * and performs the action on the element.

forEachIndexed: Performs the given [action] on each element, providing sequential index with the element. * @param [action] function that takes the index of an element and the element itself * and performs the action on the element.

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maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
@DeprecatedSinceKotlin("1.1")
public fun Array<out Float>.max(): Float? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return
maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()")
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return
maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    return
maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)")
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {
    return
maxByOrNull(selector)
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull

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@SinceKotlin("1.4")
public inline fun <T : Comparable<T>, R> Array<T>.maxByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}
samples.collections.Collections.Aggregates.maxByOrNull

```kotlin
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? { // Nullable result for empty CharArray.
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) { // If empty, return null.
        val v = selector(this[i])
        if (maxVal < v) { // Updates max element and value.
            maxElem = this[i]
            maxVal = v
        }
    }
    return maxElem
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) { // Updates max element and value.
        val v = selector(this[i])
        if (maxVal < v) { // Updates max element and value.
            maxElem = this[i]
            maxVal = v
        }
    }
    return maxElem
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxVal = selector(this[0])
    for (i in 1..lastIndex) { // Updates max value.
        val v = selector(this[i])
        maxVal = maxOf(maxVal, v)
    }
    return maxVal
}
```

Returns the largest value among all values produced by [selector] function. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `null`, the returned result is `null`.

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each element in the array. * * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun CharArray.maxOf(selector: (Char) -> Double): Double { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun <T> Array<out T>.maxOf(selector: (T) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun ShortArray.maxOf(selector: (Short) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
/** * Returns the largest value among all values produced by [selector] function * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * * * @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly<@publinic inline fun IntArray.maxOf(selector: (Int) -> Float): Float { if (isEmpty()) throw NoSuchElementException() var maxValue = selector(this[0]) for (i in 1..lastIndex) { val v = selector(this[i]) maxValue = maxOf(maxValue, v ) return maxValue
}
Returns the largest value among all values produced by \([\text{selector}]\) function * \(\ast\) applied to each element in the array. * \(\ast\) \(\ast\) * If any of values produced by \([\text{selector}]\) function is \(\text{\`NaN\'}\), the returned result is \(\text{\`NaN\'}\). * \(\ast\) * \(\ast\) * \(\ast\) \(\ast\) \(\ast\) * @throws \(\text{NoSuchElementException}\) if the array is empty."
maxValue = \n  return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
shortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
intArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
longArray.maxOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
floatArray.maxOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
doubleArray.maxOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
booleanArray.maxOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>>
charArray.maxOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0]) \n        for (i in 1..lastIndex) { \n            val v = selector(this[i]) \n                if (maxValue < v) { \n                    maxValue = v \n                } \n            return maxValue
} \n
*\n* Returns the largest value among all values produced by \[selector\] function\n* applied to each element in the array. \n* @throws NoSuchElementException if the array is empty. \n
*/
```kotlin
maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (maxValue < v) {
        maxValue = v
    }
}
return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

(Double) -> Double: Double? { if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}/**
 * Returns the largest value among all values produced by [selector] function when applied to each element in the array or `null` if there are no elements.
 */

ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue =
    { return null
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function \n * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
    IntArray.maxOfOrNull(selector: (Int) -> R): R? {
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (maxValue < v) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value among all values produced
 * by [selector] function \n * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
    LongArray.maxOfOrNull(selector: (Long) -> R): R? {
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (maxValue < v) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value among all values produced
 * by [selector] function \n * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
    FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (maxValue < v) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value among all values produced
 * by [selector] function \n * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
    DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (maxValue < v) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value among all values produced
 * by [selector] function \n * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
    BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {
        for (i in 1..lastIndex) {
            val v = selector(this[i])
            if (maxValue < v) {
                maxValue = v
            }
        }
        return maxValue
    }

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
Returns the largest value according to the provided `comparator` among all values produced by `selector` function applied to each element in the array. If the array is empty, throws `NoSuchElementException`. The returned value lies in the range `maxValue` (inclusive) and `maxValue` (inclusive).

## Java

```java
public static <T> T maxOfWith(Comparator<T> comparator, Function<T, T> selector) {
    if (isEmpty()) throw new NoSuchElementException()
    var maxValue = selector(this[0])
    for (int i = 1; i < this.length; i++) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> ByteArray.maxOfWith(comparator: Comparator<R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> ShortArray.maxOfWith(comparator: Comparator<R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> IntArray.maxOfWith(comparator: Comparator<R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> LongArray.maxOfWith(comparator: Comparator<R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> FloatArray.maxOfWith(comparator: Comparator<R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> DoubleArray.maxOfWith(comparator: Comparator<R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

## Kotlin

```kotlin
public inline fun <R> BooleanArray.maxOfWith(comparator: Comparator<R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```
function applied to each element in the array.\n* \n* \n* @throws NoSuchElementException if the array is empty.\n* \n* @SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> CharArray.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R? { \n* \n* if (isEmpty()) throw NoSuchElementException() \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
* ** \n* \n* Returns the largest value according to the provided [comparator] \n* \n* among all values produced by [selector] \n* \n* function applied to each element in the array or ‘null’ if there are no elements.\n* \n* @SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <T> maxOfWithOrNull(comparator: Comparator<in T>, selector: (T) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
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ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
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ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
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ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
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ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
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ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
* ** \n* \n* Returns the largest value according to the provided [comparator] \n* \n* among all values produced by [selector] \n* \n* function applied to each element in the array or ‘null’ if there are no elements.\n* \n* @SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
* ** \n* \n* Returns the largest value according to the provided [comparator] \n* \n* among all values produced by [selector] \n* \n* function applied to each element in the array or ‘null’ if there are no elements.\n* \n* @SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\n\npublic inline fun <R> DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? { \n* \n* if (isEmpty()) return null \n* \n* var maxValue = selector(this[0]) for (i in 1..lastIndex) { \n* \n* val v = selector(this[i]) \n* \n* if (comparator.compare(maxValue, v) < 0) { \n* \n* maxValue = v \n* \n* return maxValuenu
* ** \n* \n* Returns the largest value according to the provided [comparator] \n* \n* among all values produced by [selector] \n* \n* function applied to each element in the array or ‘null’ if there are no elements.
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or ‘null’ if there are no elements.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@SinceKotlin("1.4")
public fun Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun ShortArray.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun IntArray.maxOrNull(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun LongArray.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun FloatArray.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
public fun DoubleArray.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        max = maxOf(max, e)
    }
    return max
}
```
@SinceKotlin("1.4")
public fun CharArray.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@SinceKotlin("1.4")
@NonNull.Nullable
@SinceKotlin("1.4")
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
ReplaceWith("this.minByOrNull(selector))\n\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int? {
    return minByOrNull(selector)\n}\n@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long? {
    return minByOrNull(selector)\n}\n@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float? {
    return minByOrNull(selector)\n}\n@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double? {
    return minByOrNull(selector)\n}\n@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    return minByOrNull(selector)\n}\n@Deprecated("Use minByOrNull instead.", ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)\n}\npublic inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    var lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    val minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem\n}\npublic inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    var lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    val minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem\n}\npublic inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    var lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    val minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem\n}\npublic inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    var lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    val minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem\n}\npublic inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null\n    var minElem = this[0]\n    var lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    val minValue = selector(minElem)\n    for (i in 1..lastIndex) {
        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem\n}\n
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to
 * each element in the array. @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to
 * each element in the array. @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to
 * each element in the array. @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to
 * each element in the array. @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to
 * each element in the array. @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun LongArray.minOf(selector: (Long) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

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each element in the array. * @throws NoSuchElementException if the array is empty.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun CharArray.minOf(selector: (Char) -> Float): Float { 
    \n    * Если любое значение, полученное функцией [selector], является NaN, возвращается NaN.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun <T, R : Comparable<R>> Array<T>.minOf(selector: (T) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun ByteArray.minOf(selector: (Byte) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun ShortArray.minOf(selector: (Short) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun IntArray.minOf(selector: (Int) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun LongArray.minOf(selector: (Long) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

* @Since Kotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType @kotlin.internal.InlineOnly @public inline fun FloatArray.minOf(selector: (Float) -> R): R { 
    \n    * Если массив пуст, вызывается исключение NoSuchElementException.
    * @throws NoSuchElementException если массив пуст.

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produced by [selector] function\n* applied to each element in the array.\n* \n* @throws
NoSuchElementException if the array is empty.\n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.minOf(selector: (Double) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n* \n* @throws
NoSuchElementException if the array is empty.\n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.minOf(selector: (Boolean) -> R): R {\n    if (isEmpty()) throwNoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n* \n* @throws
NoSuchElementException if the array is empty.\n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v\n        }\n    }\n    return minValue\n* \n* @throws
NoSuchElementException if the array is empty.\n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun *
the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns
 * the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns
 * the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns
 * the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns
 * the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```
val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
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 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
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/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
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/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
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/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) ->
Float): Float? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    minValue = minOf(minValue, v)\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<T>.minOfOrNull(selector: (T) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> IntArray.minOfOrNull(selector: (Int) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> LongArray.minOfOrNull(selector: (Long) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> FloatArray.minOfOrNull(selector: (Float) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> DoubleArray.minOfOrNull(selector: (Double) -> R): R? {\n  if (isEmpty()) return null\n  var minValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    if (minValue > v) {\n      minValue = v\n    }\n  }\n  return minValue\n}
BooleanArray.minOfOrNull(selector: (Boolean) -> R): R? { 
    if (isEmpty()) return null
    var minValue = 
    for (i in 1..lastIndex) { 
        val v = selector(this[i])
        if (minValue > v) { 
            minValue = v
        }
    }
    return minValue
}
ByLambdaReturnType

public inline fun <R> FloatArray.minOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array.
 */
@SinceKotlin("1.4")
public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Returns the smallest element or `null` if there are no elements. If any of elements is `NaN` returns `NaN`.

Returns the smallest element or `null` if there are no elements. If any of elements is `NaN` returns `NaN`.

Returns the smallest element or `null` if there are no elements. If any of elements is `NaN` returns `NaN`.
return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

@SinceKotlin("1.4") fun ByteArray.minOrNull(): Byte? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun ShortArray.minOrNull(): Short? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun IntArray.minOrNull(): Int? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun LongArray.minOrNull(): Long? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun BooleanArray.minOrNull(): Boolean? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4") fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    return minWithOrNull(comparator)
}

@SinceKotlin("1.4") fun CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) { val e = this[i] if (min > e) min = e

    } return min
}
minWithOrNull(comparator)[n] n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
  n if (isEmpty()) return null
  n var min = this[0] for (i in 1..lastIndex) {
    n val e = this[i][n if (comparator.compare(min, e) > 0) min = e[n

  n return min}

* * * * * * n

* Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.

@SinceKotlin("1.4")
public fun samples.collections.Collections.Aggregates.none

*public fun <T> Array<out T>.none(): Boolean {
  n return isEmpty()

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.

* * * * * * n

* Returns ‘true’ if the array has no elements.
samples.collections.Collections.Aggregates.none

/*public fun DoubleArray.none(): Boolean {
    return isEmpty
}
*/

samples.collections.Collections.Aggregates.none
/*public fun BooleanArray.none(): Boolean {
    return isEmpty
}
*/

samples.collections.Collections.Aggregates.none
/*public fun CharArray.none(): Boolean {
    return isEmpty
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/

samples.collections.Collections.Aggregates.withPredicate
/*/public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    return for (element in this) if (predicate(element)) return false
    return true
}
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEachIndexed(action: (Int, T) -> Unit): Array<out T> {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (Int, Byte) -> Unit): ByteArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}
the action on the element.

```kotlin
CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply {
        for (index in 0..lastIndex) {
            action(index, this[index])
        }
    }
}
```

```kotlin
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes current accumulator value and an element
 * and calculates the next accumulator value
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes current accumulator value and an element
 * and calculates the next accumulator value
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes current accumulator value and an element
 * and calculates the next accumulator value
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun <T> Array<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself
 * @sample samples.collections.Aggregates.reduce
 */
public inline fun <T> ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short \n * if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) \n * accumulator = operation(index, accumulator, this[index])\n \n * return
accumulator\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
 * right\n * to current accumulator value and each element with its index in the original array.\n *\n *\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.\n *\n * @param [operation] function that takes the index of an
 * element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun

IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int \n * if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) \n * accumulator = operation(index, accumulator, this[index])\n \n * return
accumulator\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
 * right\n * to current accumulator value and each element with its index in the original array.\n *\n *\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.\n *\n * @param [operation] function that takes the index of an
 * element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun

LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long \n * if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) \n * accumulator = operation(index, accumulator, this[index])\n \n * return
accumulator\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
 * right\n * to current accumulator value and each element with its index in the original array.\n *\n *\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.\n *\n * @param [operation] function that takes the index of an
 * element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun

FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float \n * if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) \n * accumulator = operation(index, accumulator, this[index])\n \n * return
accumulator\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
 * right\n * to current accumulator value and each element with its index in the original array.\n *\n *\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.\n *\n * @param [operation] function that takes the index of an
 * element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun

DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double \n * if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) \n * accumulator = operation(index, accumulator, this[index])\n \n * return
accumulator\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
 * right\n * to current accumulator value and each element with its index in the original array.\n *\n *\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.\n *\n * @param [operation] function that takes the index of an
 * element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * @sample samples.collections.Collections.Aggregates.reduce\n */
public inline fun

BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean \n * if

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(isEmpty()) \n throw UnsupportedOperationException("Empty array can't be reduced.")

@SinceKotlin("1.4")
public inline fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
public inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
public inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
public inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
accumulator

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.\n
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
public inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```
```

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun LongArray.reduceOrNull(operation: (acc: Long, Long) -> Long): Long? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right\n * to current accumulator value and each element.\n * * \n * Returns `null` if the array is empty.\n * * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * * @sample \n * @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation]
from right to left\n * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun <S, T : S> Array<out
T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw
    var accumulator: S = get(index--)
    return accumulator\n        .\n        reduceRight\n    }

/**
 * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    return accumulator\n        .\n        reduceRight\n    }

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    return accumulator\n        .\n        reduceRight\n    }

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    return accumulator\n        .\n        reduceRight\n    }

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    return accumulator\n        .\n        reduceRight\n    }

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw
    var accumulator = get(index--)
    return accumulator\n        .\n        reduceRight\n    }
UnsupportedOperationException("Empty array can't be reduced.")

    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
current accumulator value.

@throws An exception if this array is empty. If the array can be empty in an expected way, * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

@sample
samples.collections.Collections.Aggregates.reduceRightIndexed

```kotlin
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

IntArray.reduceRightIndexed

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

LongArray.reduceRightIndexed

```kotlin
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

FloatArray.reduceRightIndexed

```kotlin
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

DoubleArray.reduceRightIndexed

```kotlin
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```
element and applying [operation] from right to left. If each element with its index in the original array and current accumulator value.

* @param operation function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

**throws** an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns null when its receiver is empty.

* @param operation function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRight

```kotlin
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

**accumulates** value starting with the last element and applying [operation] from right to left. If each element with its index in the original array and current accumulator value.

* @param operation function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRight

```kotlin
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

**returns** null if the array is empty.

* @param operation function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
public inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

**returns** null if the array is empty.

* @param operation function that takes the index of an element, the element itself and current accumulator value.
* and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```
IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceRightIndexedOrNull(operation: (index: Int, Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/*\@SinceKotlin("1.4")\@WasExperimental(ExperimentalStdlibApi::class)\public inline fun <S, T : S>
Array.<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * If the array is empty, returns `null` if
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * If the array is empty, returns `null` if
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * If the array is empty, returns `null` if
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * If the array is empty, returns `null` if
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * If the array is empty, returns `null` if
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes an element and current accumulator value
 * and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param samples.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param samples.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param samples.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
public inline fun <R> CharArray.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
*/
public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
*/
public inline fun <R> ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
*/
public inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
*/
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
value.

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in * to each element, its index in the original array and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * * * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in * to each element, its index in the original array and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * * * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in * to each element, its index in the original array and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * * * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in * to each element, its index in the original array and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * * * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

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mutated; otherwise it would affect the previous value in resulting list.
*param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
*param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
Array<out T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 *@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun ByteArray.runningReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 *@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 *@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 *@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 *@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```
```

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and current accumulator value that starts with the first element of this array.\n* \n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* \n* @sample \n* \n* \n* \n* @SinceKotlin("1.4")\n* \n* \n* @kotlin.internal.InlineOnly\n* \n* \n* \n* public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> \n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element and current accumulator value that starts with the first element of this array.\n* \n* \n* @param \n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, and calculates the next accumulator value.\n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}\n\n/**\n* Returns a list containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* \n* \n* \n* \n* \n* \n* \n* \n*/
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
(isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Short>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result

/*@SinceKotlin("1.4")*/
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduceIndexed(operation: (Int, acc: Int, Int) -> Int): List<Int> {
 if (isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Int>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result

/*@SinceKotlin("1.4")*/
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduceIndexed(operation: (Int, acc: Long, Long) -> Long): List<Long> {
 if (isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Long>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result

/*@SinceKotlin("1.4")*/
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduceIndexed(operation: (Int, acc: Float, Float) -> Float): List<Float> {
 if (isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Float>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result

/*@SinceKotlin("1.4")*/
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduceIndexed(operation: (Int, acc: Double, Double) -> Double): List<Double> {
 if (isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Double>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result

/*@SinceKotlin("1.4")*/
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduceIndexed(operation: (Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
 if (isEmpty()) return emptyList()
 var accumulator = this[0]
 val result = ArrayList<Boolean>(size).apply {
 add(accumulator) }
 for (index in 1 until size) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result
>Returns a list containing successive accumulation values generated by applying [operation] from left to right. The function takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\@SinceKotlin("1.4\")*\@WasExperimental(ExperimentalStdlibApi::class)*\@public inline fun \<T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
*\@SinceKotlin("1.4\")*\@WasExperimental(ExperimentalStdlibApi::class)*\@public inline fun \<R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
*\@SinceKotlin("1.4\")*\@WasExperimental(ExperimentalStdlibApi::class)*\@public inline fun \<R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
*\@SinceKotlin("1.4\")*\@WasExperimental(ExperimentalStdlibApi::class)*\@public inline fun \<R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
*\@SinceKotlin("1.4\")*\@WasExperimental(ExperimentalStdlibApi::class)*\@public inline fun \<R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}
```
value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@sample samples.collections.Collections.Aggregates.scan

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}
```
accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

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* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.scanReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    return runningReduce(operation)
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
    ReplaceWith("runningReduceIndexed(operation)"), level =
    DeprecationLevel.ERROR)
fun scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum = 0 for (element in this) {
        sum += selector(element)
    }
    return sum
}

/*\n * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun Array<out T>.sumOf(selector: (T) -> Double): Double {
    var sum = 0.toDouble for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this)
        sum += selector(element)
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this)
        sum += selector(element)
    return sum
}
```kotlin
sum += selector(element) // return sum

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfUInt\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfUInt\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfUInt\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfUInt\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline func IntArray.sumOf(selector: (Int) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline func LongArray.sumOf(selector: (Long) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda ReturnType\n@kotlin.jvm.JvmName("\"sumOfULong\"\n@ExperimentalUnsignedTypes\n@kotlin.internal .InlineOnly\npublic inline func FloatArray.sumOf(selector: (Float) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n      sum += selector(element)\n   }\n   return sum\n}\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits the original array into pair of lists,\n * where \*first\* list contains elements for which [predicate] yielded \*true\*,\n * while \*second\* list contains elements for which [predicate] yielded \*false\*.
 */
public fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where \*first\* list contains elements for which [predicate] yielded \*true\*,\n * while \*second\* list contains elements for which [predicate] yielded \*false\*.
 */
public fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where \*first\* list contains elements for which [predicate] yielded \*true\*,\n * while \*second\* list contains elements for which [predicate] yielded \*false\*.
 */
public fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where \*first\* list contains elements for which [predicate] yielded \*true\*,\n * while \*second\* list contains elements for which [predicate] yielded \*false\*.
 */
public fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,\n * where \*first\* list contains elements for which [predicate] yielded \*true\*,\n * while \*second\* list contains elements for which [predicate] yielded \*false\*.
 */
public fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

---

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first.add(element)
} else {
    second.add(element)
}
return Pair(first, second)

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which 

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which 

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which 

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList:Boolean)
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which 

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

@sample
 */
public infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun \<R> DoubleArray.zip(\other: Array\<out \R\>): List\<Pair\<Double, \R\>> \{ \n    return zip(\other) { t1, t2 -> t1 to t2 }\n\}\n\* *\n\* \n\* Returns a list of pairs built from the elements of ‘this’ array and the [\other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable\n *\npublic infix fun \<R> BooleanArray.zip(\other: Array\<out \R\>): List\<Pair\<Boolean, \R\>> \{ \n    return zip(\other) { t1, t2 -> t1 to t2 }\n\}\n\* *\n\* *\n\* Returns a list of pairs built from the elements of ‘this’ array and the [\other] array with the same index. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> ByteArray.zip(\other: Array\<out \R\>, \transform: (a: Byte, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> ShortArray.zip(\other: Array\<out \R\>, \transform: (a: Short, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> IntArray.zip(\other: Array\<out \R\>, \transform: (a: Int, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> LongArray.zip(\other: Array\<out \R\>, \transform: (a: Long, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> FloatArray.zip(\other: Array\<out \R\>, \transform: (a: Float, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> DoubleArray.zip(\other: Array\<out \R\>, \transform: (a: Double, b: \R\) -> V): List\<V> \{ \n    val list = ArrayList\<V\>((size) for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n\} \n    return list\n\} \n\* *\n\* *\n\* \n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun \<R, V> CharArray.zip(\other: Array\<out \R\>): List\<Pair\<Char, \R\>> \{ \n    return zip(\other) { t1, t2 -> t1 to t2 }\n\} \n\* *\n\* *\n\* Returns a list of values built from the elements of ‘this’ array and the [\other] array with the same index\n* using the provided [transform] function applied to each pair of elements. \n* The returned list has length of the shortest collection. \n* \n* @sample samples.collections.Iterables.Operations.zipIterable
BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {  
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {  
        list.add(transform(this[i], other[i]))
    }
    return list
}

CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {  
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {  
        list.add(transform(this[i], other[i]))
    }
    return list
}

Array.zip(other: Array<out T>, transform: (a: T, b: R) -> V): List<Pair<T, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}

CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {  
    return zip(other) { t1, t2 -> t1 to t2 }
}
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables

public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
using the provided [transform] function applied to each pair of elements.

The returned list has length of the shortest collection.

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The returned list has length of the shortest collection.
IntArray, transform: (a: Int, b: Int) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } 

* An public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } 

* An public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } 

* An public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } 

* An public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } 

* An public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list }
null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1)\n buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n} \n*/

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n"").\n * @sample \n * \n * @param limit\n * \n * @param truncated\n * \n * @param transform\n */
public fun <A : Appendable> A.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n"").\n * @sample \n * \n * @param limit\n * \n * @param truncated\n * \n * @param transform\n */
public fun <T> T.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "\n"").\n * @sample \n * \n * @param limit\n * \n * @param truncated\n * \n * @param transform\n */
public fun <A : Appendable> A.joinTo(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "\n", transform: (Char) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)\n            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)\n                buffer.append(transform(element))\n            else
                buffer.append(element.toString())
        } else break\n    }
    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n    return buffer\n}
samples.collections.Collections.Transformations.joinToString(separator: CharSequence = ",", prefix: CharSequence = ",", postfix: CharSequence = ",", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: IntArray = null) {
    // Implementation
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: LongArray = null) {
    // Implementation
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: FloatArray = null) {
    // Implementation
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: DoubleArray = null) {
    // Implementation
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: BooleanArray = null) {
    // Implementation
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.joinToString(separator: CharArray = null) {
    // Implementation
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    // Implementation
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    // Implementation
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.asIterable(): Iterable<Int> {
    // Implementation
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.asIterable(): Iterable<Char> {
    // Implementation
}
array returning its elements when being iterated.

/* public fun LongArray.asIterable(): Iterable<Long> {  
    if (isEmpty()) return emptyList()  
    return Iterable { this.iterator() }  
} *//

public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates a [Sequence] that wraps the original array returning its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] that wraps the original array returning its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] that wraps the original array returning its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] that wraps the original array returning its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] that wraps the original array returning its elements when being iterated.
 * 
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
/*
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 */

open fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
open fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
open fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
open fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
open fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
open fun LongArray.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
open fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
open fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
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```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(random: Random): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharRange.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns `true` if this range contains the specified element.
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun IntRange.contains(element: Int): Boolean
```

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Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 10731

```kotlin
Int?): Boolean { return element != null && contains(element); }  // Returns `true` if this range contains the specified `element`.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun LongRange.contains(element: Long?): Boolean { return element != null && contains(element); }  // Always returns `false` if the specified `element` belongs to this range.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun CharRange.contains(element: Char?): Boolean { return element != null && contains(element); }  // Returns `true` if this range contains the specified `element`.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun ClosedRange<Int>.contains(value: Byte): Boolean { return contains(value.toInt()); }  // Checks if the specified `value` belongs to this range.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun ClosedRange<Long>.contains(value: Byte): Boolean { return contains(value.toLong()); }  // Checks if the specified `value` belongs to this range.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun ClosedRange<Short>.contains(value: Byte): Boolean { return contains(value.toShort()); }  // Checks if the specified `value` belongs to this range.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun ClosedRange<Double>.contains(value: Byte): Boolean { return contains(value.toDouble()); }  // Checks if the specified `value` belongs to this range.

*/*@SinceKotlin("1.3")*/n@kotlin.internal.InlineOnlyOrNull inline operator fun ClosedRange<Byte>.contains(value: Byte): Boolean { return contains(value.toByte()); }  // Checks if the specified `value` belongs to this range.
```
Float): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.", warnSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.", warnSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.", warnSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Int): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Long): Boolean {
    return contains(value.toDouble())
}
Checks if the specified [value] belongs to this range.

```kotlin
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}
```

```kotlin
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}
```

```kotlin
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}
```

```kotlin
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { it != null && it.contains() } else false
}
```

```kotlin
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}
```

```kotlin
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}
```

```kotlin
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}
```

```kotlin
public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

```kotlin
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Char.downTo(to: Int): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Int.downTo(to: Char): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Long.downTo(to: Char): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1)
}
```
specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Short.downTo(to: Int):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to, -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Int.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Short.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Int.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Long.downTo(to: Long):
    LongProgression {\n        return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Short.downTo(to: Long):
    LongProgression {\n        return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Int.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Short.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
public infix fun Int.downTo(to: Short):
    IntProgression {\n        return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n    }

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(first, last, -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)\n    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)\n    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
public fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)\n    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null\n}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null\n}
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T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    return if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
}

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[minimumValue].[maximumValue] \n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

```kotlin
@public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range [minimumValue].[maximumValue].

```kotlin
@public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range [minimumValue].[maximumValue].

```kotlin
@public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range [minimumValue].[maximumValue].

```kotlin
@public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
```

Ensures that this value lies in the specified range [minimumValue].[maximumValue].

```kotlin
@SinceKotlin("1.1")
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        // this < start equiv to this <= start && !(this >= start)
        range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start
        // this > end equiv to this >= end && !(this <= end)
        range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive
        else -> this
    }
}
```

Ensures that this value lies in the specified range [range].

```kotlin
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```

Ensures that this value lies in the specified range [range].

```kotlin
@public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
```

Ensures that this value lies in the specified range [range].
range.endInclusive -> range.endInclusive
else -> this

/**
 * Ensures that this value lies in the specified [range].
 * If it is in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive', return this.
 * @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.
 */
public fun Long.coerceIn(range: ClosedRange<Long>): Long
{
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/*================================================================-----------
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8

        /**
         * A constant holding the maximum value an instance of UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public override operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): UShort = this.toULong().times(other)
the same numerical value as this `UByte`\n * the least significant 8 bits of the resulting `UInt` value are
the same as the bits of this `UByte` value\n * whereas the most significant 24 bits are filled with zeros.\n */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF)\n /**
 * Converts this [UInt] value to [ULong]\n * The resulting `ULong` value represents the same numerical
value as this `UByte`\n * the least significant 8 bits of the resulting `ULong` value are the same as the bits of
this `UByte` value\n * whereas the most significant 56 bits are filled with zeros.\n */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)\n
    /**
     * Converts this `UByte` value to [Float]\n     * The resulting `Float` value represents the same numerical
value as this `UByte`\n     * whereas the most significant 24 bits are filled with zeros.\n     */
@kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()\n    /**
     * Converts this `UByte` value to [Double]\n     * The resulting `Double` value represents the same numerical
value as this `UByte`\n     * whereas the most significant 56 bits are filled with zeros.\n     */
@kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()\n
    public override fun toString(): String = toInt().toString()\n
}

/**
 * Converts this [Byte] value to [UByte].
 *
 * If this value is positive, the resulting `UByte` value represents the same numerical
value as this `Byte`\n * whereas the binary representation as this `Byte` value\n
/*
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 * found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can
         * have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes
         * used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */
    @kotlin.internal.InlineOnly
    public inline fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())\n
    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */
    @kotlin.internal.InlineOnly
    public inline fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())\n
    public override fun toString(): String = toInt().toString()
Compares this value with the specified value for order. * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other. /*@kotlin.internal.InlineOnly
 @Suppress("OVERRIDE_BY_INLINE") public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other. */
 @kotlin.internal.InlineOnly
 public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
 public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
 public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
 public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
 public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
 public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
 public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
 public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
 public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())
/** Divides this value by the other value. */
inline operator fun div(other: UInt): UInt = uintDivide(this, other)
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
 public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/** Increments this value. */
@kotlin.internal.InlineOnly
 public inline operator fun inc(): UInt = UInt(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
 public inline operator fun dec(): UInt = UInt(data.dec())
/** Creates a range from this value to the specified other value. */
@kotlin.internal.InlineOnly
 public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)
/** Shifts this value left by the [bitCount] number of bits. Note that only the five lowest-order bits of the [bitCount] are used as the shift distance. */
@kotlin.internal.InlineOnly
 public inline operator fun shl(bitCount: Int): UInt = UInt(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
 public inline operator fun shr(bitCount: Int): UInt = UInt(data shr bitCount)
@kotlin.internal.InlineOnly
    public inline fun shr(bitCount: Int): UInt = UInt(data ushr bitCount) /* Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
    public inline fun xor(other: UInt): UInt = UInt(this.data xor other.data) /* Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
    public inline fun or(other: UInt): UInt = UInt(this.data or other.data) /* Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
    public inline fun inv(): UInt = UInt(data.inv()) /* Inverts the bits in this value. */

@kotlin.internal.InlineOnly
    public inline fun not(): UInt = UInt(data.not()) /* Performs a bitwise NOT operation on this value. */

@kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data
    /** Converts this `UInt` value to `Int`. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF /* Converts this [UInt] value to [Long]. */
    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Byte]. */
    /** Converts this [UInt] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort() /* Converts this [UInt] value to [UShort]. */
    /** Converts this [UInt] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = this
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() /* Converts this [UInt] value to [Short]. */
    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Byte]. */
    /** Converts this [UInt] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte() /* Converts this [UInt] value to [UByte]. */
    /** Converts this [UInt] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort() /* Converts this [UInt] value to [UShort]. */
    /** Converts this [UInt] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = this
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() /* Converts this [UInt] value to [Short]. */
    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Byte]. */
    /** Converts this [UInt] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte() /* Converts this [UInt] value to [UByte]. */
    /** Converts this [UInt] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort() /* Converts this [UInt] value to [UShort]. */
    /** Converts this [UInt] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = this
    /** Converts this [UInt] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data
    /** Converts this [ UInt ] value to [ Int ]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() /* Converts this [UInt] value to [Short]. */
    /** Converts this [UInt] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte() /* Converts this [UInt] value to [Byte]. */
    /** Converts this [UInt] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte() /* Converts this [UInt] value to [UByte]. */
    /** Converts this [UInt] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort() /* Converts this [UInt] value to [UShort]. */
bits are filled with the sign bit of this value.

À\textbackslash n@SinceKotlin("1.3")\textbackslash n@ExperimentalUnsignedTypes\textbackslash n@kotlin.internal.InlineOnly\textbackslash npublic inline fun
Short/toUInt(): UInt = UInt(this.toInt())\textbackslash n/* * Converts this [Int] value to [UInt].\textbackslash n * If this value is positive, the resulting \`UInt\' value represents the same numerical value as this \`Int\'.\textbackslash n * The resulting \`UInt\' value has the same binary representation as this \`Int\' value.\textbackslash n

À\textbackslash n@SinceKotlin("1.3")\textbackslash n@ExperimentalUnsignedTypes\textbackslash n@kotlin.internal.InlineOnly\textbackslash npublic inline fun
Int/toUInt(): UInt = UInt(this)\textbackslash n/* * Converts this [Long] value to [UInt].\textbackslash n * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting \`UInt\' value represents the same numerical value as this \`Long\'.\textbackslash n * The resulting \`UInt\' value is represented by the least significant 32 bits of this \`Long\' value.\textbackslash n

À\textbackslash n@SinceKotlin("1.3")\textbackslash n@ExperimentalUnsignedTypes\textbackslash n@kotlin.internal.InlineOnly\textbackslash npublic inline fun
Long/toUInt(): UInt = UInt(this.toInt())\textbackslash n/* * Converts this [Float] value to [UInt].\textbackslash n * The fractional part, if any, is rounded down towards zero.\textbackslash n * Returns zero if this \`Float\' value is negative or \`NaN\', [UInt.MAX_VALUE] if it's bigger than \`UInt.MAX_VALUE\'.

À\textbackslash n@SinceKotlin("1.3")\textbackslash n@ExperimentalUnsignedTypes\textbackslash n@kotlin.internal.InlineOnly\textbackslash npublic inline fun
Float/toUInt(): UInt = doubleToUInt(this.toDouble())\textbackslash n/* * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\textbackslash n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\textbackslash n */\textbackslash n Auto-generated file. DO NOT EDIT!\textbackslash n

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.\textbackslash n */\textbackslash n public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.\textbackslash n */\textbackslash n public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.\textbackslash n */\textbackslash n public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.\textbackslash n */\textbackslash n public const val SIZE_BITS: Int = 16

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public override inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public inline operator fun plus(other: ULong): UInt = this.toUInt().plus(other)

        /**
         * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.\textbackslash n */\textbackslash n public inline operator fun plus(other: Float): Doub
/value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong =
    this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): Uint = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): Uint = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UShort = UShort(data.inc())

    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UShort = UShort(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun and(other: UShort): UShort = UShort(this.data and other.data)

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun or(other: UShort): UShort = UShort(this.data or other.data)

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline operator fun xor(other: UShort): UShort = UShort(this.data xor other.data)

    /** Converts this [UShort] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline operator fun toByte(): Byte = data.toByte()
value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

*\n
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFFFF

/*\n
* Converts this [UShort] value to [Long].

*\n
* The resulting `Long` value represents the same numerical value as this `UShort` value, whereas the most significant 48 bits are filled with zeros.

*/

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF

/*\n
*/

@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)

/*\n
*/

@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)

/*\n
*/

@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()

*/

@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble()

"/**
 * Converts this [Char] to [CharRange].
 */
@kotlin.internal.InlineOnly
public inline fun toCharRange(): CharRange = CharRange(first, last, true)

"/**
 * Converts this [CharProgression] to [CharRange].
 */
@kotlin.internal.InlineOnly
public inline fun toCharRange(): CharRange = CharRange(first, last, true)
other is CharRange && (isEmpty() && other.isEmpty() ||
first == other.first && last ==
other.last)

override fun hashCode(): Int =
if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type Char. */
    public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`.
 */
public class LongRange(start: Long, endInclusive: Long) :
LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr
32))).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*
import
kotlin.random.Random

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override
    fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override
    fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>,
Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*>
&& other.isEmpty()
    override fun hashCode(): Int
= 1
    override fun toString(): String = 
"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean =
elements.isEmpty()
    override fun get(index: Int): Nothing = throw
IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw
IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }
    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> =
EmptyList
    public fun toArray(): Array<out Any?> = elements.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> emptyList(): List<T> =
EmptyList\n
/**
 * Returns a new read-only list of given elements. The returned list is serializable (JVM).
 */
@sample samples.collections.Collections.Lists.readOnlyList
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty new [MutableList].
 */
@sample samples.collections.Collections.Lists.emptyMutableList
@SinceKotlin("1.1")
public inline fun <T> MutableList(): MutableList<T> = ArrayList<T>()

/**
 * Returns a new ArrayList with the given elements. Not, that not all lists are serializable (JVM).
 * @sample samples.collections.Collections.Lists.arrayList
 */
@SinceKotlin("1.1")
public inline fun <T> ArrayList<T>(): ArrayList<T> = ArrayList<T>()

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The
 * returned list is serializable (JVM).
 */
public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Creates a new read-only list with
 * the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * [init] function is called for each list element sequentially starting from the first one. It should return the value for
 * a list element given its index. Not, that not all lists are serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

/**
 * Builds a new read-only [List] by populating a [MutableList] using the given
 * [builderAction] and returning a read-only list with the same elements.
 * The list passed as a receiver to the [builderAction] is valid only inside that function. Not, that not all lists are serializable (JVM).
 * @throws IllegalArgumentException if the given [capacity] is negative.
 * @sample samples.collections.builders.Lists.buildListSampleWithCapacity
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E>
order according to the specified [comparator].\n * otherwise the result is undefined.\n * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.\n * `null` value is considered to be less than any non-null value.\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].\n * @sample samples.collections.Collections.Lists.binarySearchWithComparator\n */

public fun <T>
List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)\n    var low = fromIndex\n    var high = toIndex - 1\n    while (low <= high) {\n        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp = comparator.compare(midVal, element)\n        if (cmp < 0)\n            low = mid + 1\n        else if (cmp > 0)\n            high = mid - 1\n        else\n            return mid // key found\n    }\n    return -(low + 1) // key not found\n}

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function\n * equal to the provided [key] value using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.\n * otherwise the result is undefined.\n * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.\n * `null` value is considered to be less than any non-null value.\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchByKey\n */

public inline fun <T, K : Comparable<K>>
List<T>.binarySearchBy(
    key: K?,
    fromIndex: Int = 0,
    toIndex: Int = size,
    crossinline selector: (T) -> K?\n): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }

// do not introduce this overload --- too rare\n//public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>,
//    fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K): Int =
//        binarySearch(fromIndex, toIndex) {
//            comparator.compare(selector(it), key) }

/**
 * Searches this list or its range for an element for which the
 * given [comparison] function returns zero using the binary search algorithm.\n * The list is expected to be sorted
 * so that the signs of the [comparison] function's return values ascend on the list elements.\n * otherwise the result is undefined.\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n * @param comparison function that returns zero when called on the list element being searched.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n * The result is undefined.\n * If the list contains multiple elements which for [comparison] returns zero, there is no guarantee which one will be found.\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n */

public fun <T>
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)\n    var low = fromIndex\n    var high = toIndex - 1\n    while (low <= high) {\n        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp = comparison(midVal)\n        if (cmp < 0)\n            low = mid + 1\n        else if (cmp > 0)\n            high = mid - 1\n        else\n            return mid // key found\n    }\n    return -(low + 1) // key not found\n}

// do not introduce this overload --- too rare\n//public fun checkIndexOverflow(index: Int):

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int):
internal expect fun checkCountOverflow(count: Int) {
    throw 
    ArithmeticException("Index overflow has happened.")
}

internal fun throwIndexOverflow() { throw 
    ArithmeticException("Index overflow has happened.")
}

internal fun throwCountOverflow() { throw 
    ArithmeticException("Count overflow has happened.")
}

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> && 
    other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing?): Boolean = false
    override fun get(key: Any?): Nothing? = null
    override fun entries: Set<Map.Entry<Any?, Nothing>> = EmptySet
    override fun keys: Set<Any?> = EmptySet
    override fun values: Collection<Nothing> = EmptyList

    private fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of specified type.
 */
public fun <K, V> emptyMap(): Map<K, V> = @Suppress("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs
 * where the first is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value
 * from the last of those pairs.
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
    if (pairs.size > 0)
        pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()
sample.collections.Collections.LinkedHashMap.LinkedHashMapFromPairs
@public fun <K, V> linkedHashMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(linkedHashMap(mapCapacity(pairs.size)))

* Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. The map passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. Entries of the map are iterated in the order they were added by the [builderAction].

* @sample sample.collections.Builders.Collections.buildLinkedHashMapSample

* @SinceKotlin("1.3") @ExperimentalStdlibApi
@inline public inline fun <K, V> buildMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

* /@

/**
 * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. The map passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. Entries of the map are iterated in the order they were added by the [builderAction].

* @sample sample.collections.Builders.Collections.buildLinkedHashMapSample

* @SinceKotlin("1.3") @ExperimentalStdlibApi
@inline public inline fun <K, V> buildMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

* /@

```kotlin
/**
 * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. The map passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. Entries of the map are iterated in the order they were added by the [builderAction].

* @sample sample.collections.Builders.Collections.buildLinkedHashMapSample

* @SinceKotlin("1.3") @ExperimentalStdlibApi
@inline public inline fun <K, V> buildMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

* /@

```
latter one will overwrite the value associated with the former one.

```kotlin
MutableMap<String, R, V>: Map<String, V>.mapKeysTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {
    return entries.associateByTo(destination, transform, { it.value })
}
```

```kotlin
    this[put(key, value)]
}
```

**Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.**

```kotlin
    for ((key, value) in pairs) {
        put(key, value)
    }
}
```

**Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.**

```kotlin
/**
 * Puts all the given [pairs] into this [MutableMap] in the order they were received.
 */
public fun <K, V> MutableMap<String, K, in V>.putAll(pairs: Array<Pair<String, K, in V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}
```

**Puts all the elements of the given sequence into this [MutableMap] in the order they were received.**

```kotlin
/**
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 */
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}
```

**Returns a new map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.**

```kotlin
/**
 * Returns a new [MutableMap] with entries having the keys matching the given [predicate].
 */
    return filterKeysTo(LinkedHashMap<K, V>(mapCapacity(size)), predicate) // .optimizeReadOnlyMap()
}
```

**Returns a new map containing all key-value pairs matching the given [predicate].**

```kotlin
/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.
 */
    filterNotTo(destination, predicate) // .optimizeReadOnlyMap()
}
```

**Returns a new map containing all key-value pairs not matching the given [predicate].**

```kotlin
/**
 * Appends all entries not matching the given [predicate] into the given [destination].
 */
    filterNotTo(destination, predicate) // .optimizeReadOnlyMap()
}
```

**Returns a new map containing all key-value pairs not matching the given [predicate].**
private fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>(mapCapacity(size)))

private fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(if (this is List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

private fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(if (this is List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

private fun <K, V> MutableList<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(if (this is List) this[0] else iterator().next())
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

private fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMap()
    else -> toMutableMap()
}

private fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)

    if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }

    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

    if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }

    LinkedHashMap(this).apply { putAll(pairs) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }

    if (this.isEmpty()) map.toMap() else LinkedHashMap(this).apply { putAll(map) }
map are iterated in the end in the order of that [map].

/*
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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*>

override fun hashCode(): Int = 0
    override fun toString(): String = "\["]"

    override val size: Int get() = 0

    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements. Elements of the set are iterated in the order they were specified. The returned set is serializable (JVM).
 */
@sample
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty new read-only set with the given elements. Elements of the set are iterated in the order they were specified. The returned set is serializable (JVM).
 */
public fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()

/**
 * Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null. The returned set is serializable (JVM).
 */
public fun <T : Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()

/**
 * Builds a new read-only set by populating a [mutableSet] using the given [builderAction] and returning a read-only set with the same elements.
 */
public fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return buildSetInternal(builderAction)
}

@PublishedApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E>

/**
 * Builds a new read-only set by populating a [mutableSet] using the given [builderAction] and returning a read-only set with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior.
 */
public fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return buildSetInternal(builderAction)
}

/**
 * Builds a new read-only set by populating a [mutableSet] using the given [builderAction] and returning a read-only set with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior.
 */
public fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return buildSetInternal(builderAction)
}
[capacity] is used to hint the expected number of elements added in the [builderAction].

* Elements of the set are iterated in the order they were added by the [builderAction].
* @throws IllegalArgumentException if the given [capacity] is negative.
* @sample samples.collections.Builders.Sets.buildSetSample

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E>
    buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } assert return buildSetInternal(capacity, builderAction) != null
    return buildSetInternal(capacity, builderAction)
}
```

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```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @Throws [IllegalArgumentError] when [radix] is not a valid radix for string to number conversion.
 * @sample samples.collections.Builders.Sets.buildSetSample

```
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence().unmodifiable() * Returns a sequence that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function. * Returns a sequence of all elements from all sequences in this sequence. * The operation is _intermediate_ and _stateless_. * @sample samples.collections.Sequences.Usages.sequenceEmpty

Sequence<T> = this ?: emptySequence().unmodifiable() * Returns a sequence of all elements from all iterables in this sequence. * The operation is _intermediate_ and _stateless_. * @sample samples.collections.Sequences.Transformations.flattenSequenceOfSequences

Sequence<T> = flatten { it.iterator() }.unmodifiable() * Returns a sequence that produces values from all pairs of each pair from this sequence. * The operation is _intermediate_ and _stateless_. * @sample samples.collections.Sequences.Transformations.flattenSequenceOfLists

Sequence<T> = flatten( it: iterator() ).unmodifiable() * Returns a sequence that yields elements of this sequence randomly shuffled. * Note that every iteration of the sequence returns different elements. * The operation is _intermediate_ and _stateful_. * @sample samples.collections.Sequences.Transformations.shuffle

Sequence<T> = shuffled(Random().unmodifiable()) * Returns a sequence that yields elements of this sequence randomly shuffled * using the specified [Random] instance as the source of randomness. * Note that every iteration of the sequence returns elements in a different order. * The operation is _intermediate_ and _stateful_. * @sample samples.collections.Sequences.Transformations.shuffle

Sequence<T>.shuffled(): Sequence<T> = shuffled(Random().unmodifiable()) * Returns a sequence that yields elements of this sequence randomly shuffled * using the specified [Random] instance as the source of randomness. * Note that every iteration of the sequence returns elements in a different order. * The operation is _intermediate_ and _stateful_. * @sample samples.collections.Sequences.Transformations.shuffle

_iterate inaug <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence().unmodifiable(). * Returns an empty sequence. * _iterate inaug <T> emptySequence(): DropTakeSequence<Nothing> * override fun iterator(): Iterator<Nothing> = EmptyIterator * override fun drop(n: Int): EmptySequence<Nothing> * override fun take(n: Int) = EmptySequence<Nothing>() *on(nullable) * Returns this sequence if it's not _null_ and the empty sequence otherwise. * @sample samples.collections.Sequences.Usages.sequenceOrEmpty

Sequence<T> = this ?: emptySequence().unmodifiable() * Returns a sequence that produces values from all pairs of each pair from this sequence. * The operation is _intermediate_ and _stateless_. * @sample samples.collections.Sequences.Usages.sequenceOrEmpty
A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].

```kotlin
private val sequence: Sequence<T>,
private val startIndex: Int,
private val endIndex: Int
) : Sequence<T>,

/**
 * A sequence that supports drop(n) and take(n) operations
 */
internal interface DropTakeSequence<T> : Sequence<T> {
    fun drop(n: Int): Sequence<T>
    fun take(n: Int): Sequence<T>

    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): IndexedValue<T> {
            return IndexedValue(checkIndexOverflow(index++), iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    /**
     * A sequence which combines values from the underlying [sequence] with their indices and returns them as
     * [IndexedValue] objects.
     */
    internal class IndexingSequence<T>(
        private val sequence: Sequence<T>,
        private val transformer: (Int, T) -> R,
        private val iterator: (R) -> Iterator<E>
    ) : Sequence<IndexedValue<T>> {
        override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
            val iterator1 = sequence.iterator()
            val iterator2 = iterator(transformer(iterator1.next()))
            override fun hasNext(): Boolean {
                return iterator1.hasNext() && iterator2.hasNext()
            }
            override fun next(): IndexedValue<T> {
                val item = transformer(checkIndexOverflow(iterator1.next()), iterator2.next())
                return IndexedValue(checkIndexOverflow(index++), item)
            }
        }
    }

    /**
     * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself.
     */
    internal class TransformingIndexedSequence<T, R, E>(
        private val sequence: Sequence<T>,
        private val transformer: (T) -> R,
        private val iterator: (R) -> Iterator<E>
    ) : Sequence<IndexedValue<T>> {
        override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
            val iterator1 = sequence.iterator()
            val iterator2 = iterator(transformer(iterator1.next()))
            override fun hasNext(): Boolean {
                return iterator1.hasNext() && iterator2.hasNext()
            }
            override fun next(): IndexedValue<T> {
                val item = transformer(checkIndexOverflow(iterator1.next()), iterator2.next())
                return IndexedValue(checkIndexOverflow(index++), item)
            }
        }
    }

    /**
     * A sequence which combines values from the two parallel underlying sequences, passes them to the given [transform] function and returns the values returned by that function. The sequence stops returning * values as soon as one of the underlying sequences stops returning values.
     */
    internal class MergingSequence<T1, T2, V>(
        private val sequence1: Sequence<T1>,
        private val sequence2: Sequence<T2>,
        private val transform: (T1, T2) -> V
    ) : Sequence<V> {
        override fun iterator(): Iterator<V> = object : Iterator<V> {
            val iterator1 = sequence1.iterator()
            val iterator2 = sequence2.iterator()
            override fun hasNext(): Boolean {
                return iterator1.hasNext() || iterator2.hasNext()
            }
            override fun next(): V {
                return transform(iterator1.next(), iterator2.next())
            }
        }
    }

    /**
     * A sequence which returns the values.
     */
    internal class FlatteningSequence<T, R, E>(
        private val sequence: Sequence<T>,
        private val transformer: (T) -> R,
        private val iterator: (R) -> Iterator<E>
    ) : Sequence<E> {
        override fun iterator(): Iterator<E> = object : Iterator<E> {
            val iterator1 = sequence.iterator()
            val iterator2 = iterator(transformer(iterator1.next()))
            override fun hasNext(): Boolean {
                return iterator1.hasNext() || iterator2.hasNext()
            }
            override fun next(): E {
                if (iterator1.hasNext()) {
                    return iterator1.next()
                } else {
                    return iterator2.next()
                }
            }
        }
    }
```

---

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sequence.iterator()
        var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        override fun hasNext(): Boolean {
            return if (nextState == -1)
                nextState = 0
            else
                return nextState == 1
        }

        override fun next(): T {
            calcNext() // will change nextState if (nextState == 0)
            if (nextState == 0)
                throw NoSuchElementException()
            return if (nextState == 1)
            if (position >= endIndex)
                throw IllegalArgumentException()
            return iterator.next()
            else
                throw NoSuchElementException()
        }

        override fun take(n: Int): Sequence<T> = if (n >= count)
            SubSequence(sequence, n, count) else TakeSequence(sequence, n, count)

    override fun drop(n: Int): Sequence<T> = if (n >= count)
        SubSequence(sequence, n, count) else DropSequence(sequence, n, count)

    override fun override fun drop(n: Int): Sequence<T> = if (n >= count)
        SubSequence(sequence, n, count) else DropSequence(sequence, n, count)

    override fun override fun take(n: Int): Sequence<T> = if (n >= count)
        SubSequence(sequence, n, count) else TakeSequence(sequence, n, count)

    override fun override fun hasNext(): Boolean {
        return if (nextState == -1)
            nextState = 1
        else
            nextItem != null
    }

    override fun override fun next(): T {
        if (nextState == -1)
            calcNext() // will change nextState
        if (nextState == 0)
            throw NoSuchElementException()
        if (position >= endIndex)
            throw IllegalArgumentException()
        return if (nextState == 1)
            if (position >= endIndex)
                throw IllegalArgumentException()
            return iterator.next()
            else
                throw NoSuchElementException()
        }

        override fun override fun return iterator.next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            if (nextState == 0)
                throw NoSuchElementException()
            if (position >= endIndex)
                throw IllegalArgumentException()
            return if (nextState == 1)
                if (position >= endIndex)
                    throw IllegalArgumentException()
                return iterator.next()
                else
                    throw NoSuchElementException()
            }

        override fun override fun hasNext(): Boolean {
            return if (nextState == -1)
                nextState = 1
            else
                nextItem != null
    }

    override fun override fun next(): T {
        if (nextState == -1)
            calcNext() // will change nextState
        if (nextState == 0)
            throw NoSuchElementException()
        if (position >= endIndex)
            throw IllegalArgumentException()
        return if (nextState == 1)
            if (position >= endIndex)
                throw IllegalArgumentException()
            return iterator.next()
            else
                throw NoSuchElementException()
        }

        override fun override fun return iterator.next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            if (nextState == 0)
                throw NoSuchElementException()
            if (position >= endIndex)
                throw IllegalArgumentException()
        }

    override fun override fun hasNext(): Boolean {
        return if (nextState == -1)
            nextState = 1
        else
            nextItem != null
    }

    override fun override fun next(): T {
        if (nextState == -1)
            calcNext() // will change nextState
        if (nextState == 0)
            throw NoSuchElementException()
        if (position >= endIndex)
            throw IllegalArgumentException()
        return if (nextState == 1)
            if (position >= endIndex)
                throw IllegalArgumentException()
            return iterator.next()
            else
                throw NoSuchElementException()
        }

        override fun override fun return iterator.next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            if (nextState == 0)
                throw NoSuchElementException()
            if (position >= endIndex)
                throw IllegalArgumentException()
        }

    override fun override fun hasNext(): Boolean {
        return if (nextState == -1)
            nextState = 1
        else
            nextItem != null
    }

    override fun override fun next(): T {
        if (nextState == -1)
            calcNext() // will change nextState
        if (nextState == 0)
            throw NoSuchElementException()
        if (position >= endIndex)
            throw IllegalArgumentException()
        return if (nextState == 1)
            if (position >= endIndex)
                throw IllegalArgumentException()
            return iterator.next()
            else
                throw NoSuchElementException()
var nextItem: T? = null

private fun drop() {
    while (iterator.hasNext()) {
        val item = iterator.next()
        if (!predicate(item)) {
            nextItem = item
            dropState = 1
            return
        }
    }
    dropState = 0
}

override fun next(): T {
    if (dropState == -1)
        drop()

    if (dropState == 1) {
        @Suppress("UNCHECKED_CAST")
        val result = nextItem as T
        nextItem = null
        dropState = 0
        return result
    }
    return iterator.next()
}

override fun hasNext(): Boolean {
    if (dropState == -1)
        drop()
    return dropState == 1 || iterator.hasNext()
}

internal class DistinctSequence<T, K>(private val source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(private val source: Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)
            if (observed.add(key)) {
                setNext(next)
                return
            }
        }
        done()
    }
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else 1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * Returns a wrapper sequence that provides values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * *
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as? ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence<T>(this)
}

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.
 * The returned sequence is constrained to be iterated only once.
 * *
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> =
    if (nextFunction() == null)
        EmptySequence
    else
        GeneratorSequence({ nextFunction() }, nextFunction)

/**
 * Returns a sequence defined by the function `seedFunction`, which is invoked to produce the starting value, and the 
 * function `nextFunction`, which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * *
 * The sequence can be iterated multiple times, each time starting with the [seed].
 * *
 * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
 */
public fun <T : Any> generateSequenceWithLazySeed(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seedFunction, nextFunction)

/**
 * Returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * *
 * The sequence can be iterated multiple times, each time starting with the [seed].
 * *
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * *
 * The sequence can be iterated multiple times, each time starting with the [seed].
 * *
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * *
 * The sequence can be iterated multiple times, each time starting with the [seed].
 * *
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the starting value `seed` and the function `nextFunction`, which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * *
 * The sequence can be iterated multiple times, each time starting with the [seed].
 * *
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)
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*An@file:kotlin.jvm.JvmLibraryClass@file:kotlin.jvm.JvmName("PreconditionsKt")\n\npackage
tokotlin.contracts.contract\n\n*Throws an [IllegalStateException] if the [value] is false.\n\n*sample samples.misc.Preconditions.failRequireWithLazyMessage\n\n@file:kotlin.jvm.JvmMultifileClass@file:kotlin.jvm.JvmName("PreconditionsKt")\n\npackage
tokotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalStateException] if the [value] is false.\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)\n    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.\n * @sample samples.misc.Preconditions.failRequireNotNullWithLazyMessage\n */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)\n    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].\n * @sample samples.misc.Preconditions.failWithError\n */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw
    IndexOutOfBoundsException("index: $index, size: $size") }
}

actual fun Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            @Suppress("USELESS_CAST")
            if ((element as Any?) !is Char) return -1
            return super.indexOf(element)
        }
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun add(element: Char): Boolean = this@asList.add(element)
        override fun remove(element: Char): Boolean = this@asList.remove(element)
        override fun iterator(): Iterator<Char> = this@asList.iterator()
    }
}

lastIndexOf(element: Char): Int
    @Suppress("USELESS_CAST")
    return this@asList.lastIndexOf(element)

*\n* * If two corresponding elements are nested arrays, they are also compared deeply.
*\n* \n* The elements of other types are compared for equality with the \[equals\][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

*\n* `Array<out T>\.contentDeepEquals(other: Array<out T>): Boolean` \n* `Array<out T>\.contentDeepHashCode(): Int` \n* `Array<out T>\.contentDeepToString(): String` \n
```kotlin
/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared deeply.
 * The elements of other types are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>\.contentDeepEquals(other: Array<out T>): Boolean {
    return this\.contentDeepEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the \[equals\][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
public actual infix fun <T> ByteArray\.contentEquals(other: ByteArray): Boolean {
    return this\.contentEquals(other)
}
```
function.
* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean { return this.contentEquals(other) }\*\n
*\n* \* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun IntArray.contentEquals(other: IntArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun LongArray.contentEquals(other: LongArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\@\SinceKotlin("1.1.1")\@\Deprecated\SinceKotlin(hiddenSince = "1.4")\public actual infix fun CharArray.contentEquals(other: CharArray): Boolean { return this.contentEquals(other) }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.

*\@\SinceKotlin("1.4")\@\library("arrayEquals")\public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean { return definedExternally }\*\n
*\n* The elements are compared for equality with the \[equals\][Any.equals] function.*\n* For floating point numbers it means that ’NaN’ is equal to itself and `-0.0` is not equal to `-0.0`.
// @SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*, *
 * for floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun ByteArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun ShortArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun IntArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun LongArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun FloatArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun DoubleArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun BooleanArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun CharArray.contentHashCode(): Int {
    return this.contentHashCode()
}
public actual fun IntArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun LongArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun FloatArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual fun DoubleArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun ByteArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun BooleanArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun CharArray?.contentToString(): String

*/

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doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.

*/
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\"\")
public actual inline fun IntArray.copyOf(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n    return destination\n
* Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices range.\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.

*/
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\"\")
public actual inline fun LongArray.copyOf(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n    return destination\n
* Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices range.\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.

*/
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\"\")
public actual inline fun FloatArray.copyOf(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n    return destination\n
* Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices range.\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.

*/
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\"\")
public actual inline fun DoubleArray.copyOf(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n    return destination\n
* Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices range.\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.
[destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n* or when that index is out of the [destination] array indices range.\n* @return the [destination] array.\n
\n*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n* @param destination the array to copy to, 0 by default.\n* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].\n* or when that index is out of the [destination] array indices range.\n* \n* @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n    return destination
}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice().\n)
}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
@Suppress("NOTHING_TO_INLINE")
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice().\n}

/**
* Returns new array which is a copy of the original array.
* 
* @sample samples.collections.Arrays.CopyOfOperations.copyWith
*/
public @SinceKotlin("1.3") @kotlin.internal.InlineOnly @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n    return destination
}
public actual fun CharArray.copyOf(): CharArray {
    return withType("CharArray",
    this.asDynamic().slice()()).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ShortArray(newSize)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with 'false' values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.
* * @sample samples.collections.Arrays.copyOf()
}

public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false)).unwrap() * Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with 'false' values if necessary.
* * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.
* * @sample samples.collections.Arrays.copyOf()
padded at the end with null char (\u0000) values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * \n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (\u0000) values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\n*\npublic actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))\n*\n*\n    * Returns new array which is a copy of the original array, resized to the given [newSize].\n    * The copy is either truncated or padded at the end with 'null' values if necessary.\n    * \n    * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n    * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'null' values.\n    * \n    * @sample samples.collections.Arrays.CopyOfOperations.resizedCopyOf\n */
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)\n*\n*\n    * Returns a new array which is a copy of the specified range of the original array.\n    * \n    * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, an IllegalArgumentException is thrown.\n    * - If [fromIndex] is greater than [toIndex], an IllegalArgumentException is thrown.\n    * \n    * @param fromIndex the start of the range (inclusive) to copy.\n    * @param toIndex the end of the range (exclusive) to copy.\n    * \n    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n    */
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n*\n*\n    * Returns a new array which is a copy of the specified range of the original array.\n    * \n    * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, an IllegalArgumentException is thrown.\n    */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n*\n*\n    * Returns a new array which is a copy of the specified range of the original array.\n    * \n    * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, an IllegalArgumentException is thrown.\n    * @param toIndex the end of the range (exclusive) to copy.\n    * \n    * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n    */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n*\n*\n    * Returns a new array which is a copy of the specified range of the original array.\n    * \n    * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, an IllegalArgumentException is thrown.\n    */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray",\n    this.asDynamic().slice(fromIndex, toIndex))\n*\n*\n    * Returns a new array which is a copy of the specified range of the original array.\n    * \n    * - If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, an IllegalArgumentException is thrown.\n    */
public actual fun
than [toInt].

```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex);
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex);
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex);
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex);
}
```

```kotlin
/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) this.asDynamic().fill(element, fromIndex, toIndex);
}
```

```kotlin
/**
 * Returns an array containing all elements of the original array and then the given [element].
 * 
 * @param <T> Array output type.
 * 
 * @return this as Dynamic().concat(arrayOf(element))
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}
```

```kotlin
/**
 * Returns an array containing all elements of the original array and then the given [element].
 * 
 * @param <T> Array output type.
 * 
 * @return this as Dynamic().concat(arrayOf(element))
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}
```
array and then the given [element].
fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

fun Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements)
}

fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}
Array<T> { return this.asDynamic().concat(elements) }

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@ Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@ Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@ Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@ Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@ Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun LongArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun BooleanArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sort {
        comparison
    }
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
public fun <T> Array<out T>.sort(comparison: (T, T) -> Int): Unit {
    if (size > 1) sortArray(this, comparison)
}

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T>.sort(comparison: (a: T, b: T) -> Int): Unit {
    if (size > 1) sortArrayWith(this, comparison)
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IllegalArgumentExcep

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 10781
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()
    subarray.sort()}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
    subarray.sort()}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 */
public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {
    if (size > 1) sortArrayWith(this, comparator)
}

/**
 * Sorts a range in the array in-place with the given [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 */
public actual fun <T> Array<out T>.sortRangeOfArray(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit {
    if (toIndex > size) throw IndexOutOfBoundsException
    var fromIndex = fromIndex
    var toIndex = toIndex
    while (fromIndex < toIndex) {
        var mid = (fromIndex + toIndex) / 2
        sortRangeOfArray(comparator, fromIndex, mid)
        if (comparator.compare(array[mid], array[mid + 1]) >= 0) {
            fromIndex = mid + 1
        } else {
            toIndex = mid
        }
    }
}

/**
 * Sorts a range in the array in-place with the given [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 */
public actual fun <T> Array<out T>.sortRangeOfArray(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit {
    if (toIndex > size) throw IndexOutOfBoundsException
    while (fromIndex < toIndex) {
        var mid = (fromIndex + toIndex) / 2
        sortRangeOfArray(comparator, fromIndex, mid)
        if (comparator.compare(array[mid], array[mid + 1]) >= 0) {
            fromIndex = mid + 1
        } else {
            toIndex = mid
        }
    }
}
fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1

    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values 'a' and 'b' and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for 'a' and 'b' values do
 * not compare as equal, the result of that comparison is returned from the [Comparator].
 */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>) =
    Comparator { a, b ->
        val previousCompare = this@compareBy.compare(a, b)
        if (previousCompare != 0) previousCompare
        else compareValuesBy(a, b, selector) }
Comparator<T> =ln Comparator { a, b ->
    val previousCompare = this@thenByDescending.compare(a, b)
} \n\n* * * * @sample samples.comparisons.Comparisons.thenComparator\n\n\n\n Comparator<T>: Comparator<T> =ln Comparator { a, b ->
    val previousCompare = this@thenComparator.compare(a, b)
} \n\n* * * * * * * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.\n* * * * @sample samples.comparisons.Comparisons.then\nComparator<T>.thenComparator(T): Comparator<T> =ln Comparator { a, b ->
    val previousCompare = this@thenComparator.compare(a, b)
} \n\n* * * * * * * * * * Provides a comparator of nullable [Comparable] values\n* * * * considering `null` value greater than any other value.\n* * * * @sample samples.comparisons.Comparisons.nullsLastComparator

\n\n\nprivate class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

\n\n\n
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of times
 * A zero-based index of current iteration is passed as a parameter to [action].
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action, InvocationKind.EXACTLY_ONCE)
    }
    for (index in 0 until times) {
        action(index)
    }
}

import kotlin.js.*

/**
 * Takes the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Takes the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Takes the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Takes the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Takes the greater of two values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Takes the greater of two values.
 * If any value is `NaN`, returns `NaN`.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Takes the greater of three values.
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Takes the greater of three values.
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public actual fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Takes the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/*
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 */
greater of the given values.

If there are multiple equal maximal values, returns the first of them.

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.4")\npublic actual fun maxOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return Math.min(a, b, c)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}
```

```kotlin
*\@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION_ERROR")\npublic actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}
```
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 * If there are multiple equal minimal values, returns the first of them.
 */
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of the given values.
 */
public actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public actual fun minOf(a: Byte, vararg other: Byte): Byte {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public actual fun minOf(a: Short, vararg other: Short): Short {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public actual fun minOf(a: Int, vararg other: Int): Int {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 */
public actual fun minOf(a: Long, vararg other: Long): Long {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 * If any value is 'NaN', returns 'NaN'.
 */
public actual fun minOf(a: Float, vararg other: Float): Float {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

/**
 * Returns the smaller of the given values.
 * If any value is 'NaN', returns 'NaN'.
 */
public actual fun minOf(a: Double, vararg other: Double): Double {
    var min = a
    for (e in other) min = minOf(min, e)
    return min
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Long): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Int): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Short): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Byte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Float): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Double): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Long): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Int): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Short): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Byte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Float): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Double): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Long): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Int): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Short): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Byte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Float): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Double): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Long): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Int): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Short): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Byte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Float): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Double): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Long): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: Int): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator func
```kotlin
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): ULong = ULong(this.data.plus(other.data))
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): ULong = this.times(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): ULong = this.minus(other.toULong())
/** Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = ULong(data.plus(other.data))

/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())
/** Subtracts the other value from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = ULong(data.minus(other.data))

/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = ULong(data.times(other.data))

/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): ULong = this.div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)

/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())

/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public override inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public override inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())
```

'Byte' value represents
* the same numerical value as this 'ULong'.
* The resulting 'Byte' value is represented by the least significant 8 bits of this 'ULong' value.
* Note that the resulting 'Byte' value may be negative.
* Converts this [ULong] value to [Short].
* If this value is less than or equals to [Short.MAX_VALUE], the resulting 'Short' value represents
* the same numerical value as this 'ULong'.
* The resulting 'Short' value is represented by the least significant 16 bits of this 'ULong' value.
* Note that the resulting 'Short' value may be negative.
* Converts this [ULong] value to [Int].
* If this value is less than or equals to [Int.MAX_VALUE], the resulting 'Int' value represents
* the same numerical value as this 'ULong'.
* The resulting 'Int' value is represented by the least significant 32 bits of this 'ULong' value.
* Note that the resulting 'Int' value may be negative.
* Converts this [ULong] value to [Long].
* If this value is less than or equals to [Long.MAX_VALUE], the resulting 'Long' value represents
* the same numerical value as this 'ULong'.
* Otherwise the result is negative.
* The resulting 'Long' value has the same binary representation as this 'ULong' value.
* Converts this [ULong] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents
* the same numerical value as this 'ULong'.
* The resulting 'UByte' value is represented by the least significant 8 bits of this 'ULong' value.
* Converts this [ULong] value to [UShort].
* If this value is less than or equals to [UShort.MAX_VALUE], the resulting 'UShort' value represents
* the same numerical value as this 'ULong'.
* The resulting 'UShort' value is represented by the least significant 16 bits of this 'ULong' value.
* Converts this [ULong] value to [UInt].
* If this value is less than or equals to [UInt.MAX_VALUE], the resulting 'UInt' value represents
* the same numerical value as this 'ULong'.
* The resulting 'UInt' value is represented by the least significant 32 bits of this 'ULong' value.
* Returns this value.
* Converts this [ULong] value to [Float].
* The resulting value is the closest 'Float' to this 'ULong' value.
* In case when this 'ULong' value is exactly between two 'Float's, the one with zero at least significant bit of mantissa is selected.
* Converts this [ULong] value to [Double].
* The resulting value is the closest 'Double' to this 'ULong' value.
* In case when this 'ULong' value is exactly between two 'Double's, the one with zero at least significant bit of mantissa is selected.

*Returns this value.
* Converts this [Short] value to [Int].
* Converts this [Int] value to [Long].
* Converts this [ULong] value to [Long].
* Converts this [ULong] value to [Long].
* Converts this [ULong] value to [Long].
* Converts this [ULong] value to [Long].
* Converts this [ULong] value to [Long].
* Converts this [ULong] value to [Long].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [ULong] value to [ULong].
* Converts this [ULong] value to [ULong].
* Converts this [ULong] value to [ULong].
* Converts this [ULong] value to [ULong].
* Converts this [ULong] value to [ULong].
* Converts this [ULong] value to [ULong].

*Returns this value.
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].
* Converts this [Byte] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
* Converts this [ULong] value to [Int].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].
* Converts this [Int] value to [ULong].

*Returns this value.
Int.toULong(): ULong = ULong(this.toLong())
/**
 * Converts this [Long] value to [ULong].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Float` value is negative or `NaN`.
 * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */

Float.toULong(): ULong = doubleToULong(this.toDouble())
/**
 * Converts this [Double] value to [ULong].
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is negative or `NaN`.
 * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */

Double.toULong(): ULong = doubleToULong(this)

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns `true` if *element* is found in the collection.
 */
operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function
 * if the [index] is out of bounds of this collection.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return this.getOrElse(index, defaultValue)
    if (index < 0)
        return defaultValue(index)
    var count = 0
    var iterator = this.iterator()
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

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 * found in the license/LICENSE.txt file.
*/
result of calling the `defaultValue` function if the `[index]` is out of bounds of this list.

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0) return null
    val iterator = iterator() 0
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrElseOrDefault(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public fun <T> List<T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

public fun <T> List<T>.getOrElseOrDefaultOrNull(index: Int, defaultValue: (Int) -> T): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrElseOrDefault(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getOrElseOrNull(index: Int, defaultValue: (Int) -> T): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/*
 * @sample samples.collections.Collections.Elements.getOrElse
 */
```
warning, extension takes precedence in some cases\n
public fun <@kotlin.internal.OnlyInputTypes T>
List<T>.indexOf(element: T): Int {\n    return indexOffset(element) + if (predicate(item)) return index + 1 \n} \n
/**
 * Returns index of the first element matching the given [predicate], or -1 if the list does not contain such element.\n */
public inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n    return lastIndexOfFirst(predicate) \n} \n
/**
 * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfLast(element: T): Int {\n    return lastIndexOf(element) \n} \n
/**
 * Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n    return lastIndexOfLast(predicate) \n} \n
/**
 * Returns the last index of [element], or -1 if the list does not contain element.\n */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {\n    return lastIndexOf(element) \n}
samples.collections.Collections.Elements.last

• * `public inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n \n \n \n \n }\n \n return lastOrNull()\n \n \n }\n
Returns the last element matching the given [predicate], or `null` if no such element was found.\n
• * `@sample samples.collections.Collections.Elements.last

• * `public inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n \n val iterator = this.iterator(size)\n \n while (iterator.hasNext()) {\n \n val element = iterator.next()\n \n if (predicate(element)) return element\n \n return null\n\n }\n
Returns a random element from this collection.\n
• * `@throws NoSuchElementException if this collection is empty.\n
• * `@sample Kotlin(L1.3+)\n
• * `@kotlin.internal.InlineOnly\n
• * `public inline fun <T> Collection<T>.random(): T? {\n \n return random()\n \n \n }\n
\n
Returns a random element from this collection using the specified source of randomness.\n
• * `@throws NoSuchElementException if this collection is empty.\n
• * `@sample Kotlin(L1.4+)\n
• * `@WasExperimental\n

\n
Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.\n
• * `@sample Kotlin(L1.4+)\n
• * `@WasExperimental\n

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Returns a random element from this collection, using the specified source of randomness, or `null` if the list is empty or has more than one element.\n
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\n
Returns a single element, or throws an exception if the list is empty or has more than one element.
null

/**
 * Returns a list containing all elements except last \([n]\) elements.
 * 
 * @throws IllegalArgumentException if \([n]\) is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            if (!predicate(iterator.previous())) {
                return take(iterator.nextIndex() + 1)
            }
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {
    return filterTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given \[predicate\].
 * @param \[predicate\] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Appends all elements matching the given \[predicate\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type \[R\].
 * 
 * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type \[R\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun <reified R, C : MutableCollection<in T>> Iterable<*>.filterIsInstanceTo(destination: C): C {
    return filterIsInstanceTo<T>(destination, R())
}

/**
 * Appends all elements not matching the given \[predicate\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <T> Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNotTo
 */
public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    return filterNotTo<T>(destination, predicate)
}

/**
 * Returns a list containing all elements that are not \[null\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNull
 */
public inline fun <T> Iterable<T>.filterNull(): List<T> {
    return filterNullTo<T>(ArrayList<T>())
}

/**
 * Appends all elements that are not \[null\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNullTo
 */
public inline fun <C : MutableCollection<in T>> Iterable<T>.filterNullTo(destination: C): C {
    return filterNullTo<T>(destination)
}

/**
 * Returns a list containing all elements that are not \[null\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNonNull
 */
public inline fun <T> Iterable<T>.filterNonNull(): List<T> {
    return filterNonNullTo<T>(ArrayList<T>())
}

/**
 * Appends all elements that are not \[null\] to the given \[destination\].
 * 
 * @sample samples.collections.Collections.Filtering.filterNonNullTo
 */
public inline fun <C : MutableCollection<in T>> Iterable<T>.filterNonNullTo(destination: C): C {
    return filterNonNullTo<T>(destination)
}
each other after sorting.

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}
```

This function sorts elements in descending order according to their natural sort order. It preserves the relative order of elements with the same value.

```kotlin
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}
```

The `sorted()` function returns a list of all elements sorted according to their natural sort order. It is stable, ensuring that elements with the same value maintain their original order.

```kotlin
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

This function sorts elements according to the specified `selector` function. It returns a new list with the elements sorted.

```kotlin
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

The `toBooleanArray()` function converts a collection of booleans into an array of booleans, maintaining the order of elements.

These are examples of how to use the sorting and conversion functions available in the document, showcasing the stability and order preservation of the sorting algorithms used.

---

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Transforms an [Iterable] containing the elements from the given collection indexed by the key returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.

```kotlin
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given collection. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K, V, M : MutableMap<K, V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given collection. If any two pairs would have the same key the last one overwrites the former value in the map. The returned map preserves the entry iteration order of the original collection.
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<K, V>> Iterable<K>.associateWith(valueSelector: (K) -> V): M {
    var result = LinkedHashMap<V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```
(index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = 
            transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].
 */
public inline fun <T, C : Collection<R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original collection.
 */
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original collection.
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}
the original collection.

* @param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.

* @public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedToArrayList<T,R>(collectionSizeOrDefault(10), transform)
}

* @public inline fun <T, R> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullToArrayList<T,R>(, transform)
}

* @public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed {
        index, element -> transform(checkIndexOverflow(index++), element) as R?.let { destination.add(it) }
    }
    return destination
}

* @public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

* @public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullToArrayList<T,R>()
}

* @public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach {
        element -> transform(element) as R?.let { destination.add(it) }
    }
    return destination
}

* @public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

* @public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

* @public fun <T> Iterable<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

* @public inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

* @public inline fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
Returns a set containing all elements that are contained by this collection and not contained by the specified collection. The returned set preserves the element iteration order of the original collection.

Returns a set containing all distinct elements from both collections. The returned set preserves the element iteration order of the original collection.

To get a set containing all elements that are contained in both collections use [intersect].

Returns the number of elements in this collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from left to right to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from left to right to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

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Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original collection.
accumulator value, and calculates the next accumulator value.

```kotlin
List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        var iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            val index = iterator.previousIndex()
            accumulator = operation(index, iterator.previous(), accumulator)
        }
    }
    return accumulator
}
```

```kotlin
Iterable<T>.forEachIndexed(action: (index: Int, T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            val index = iterator.previousIndex()
            accumulator = operation(index, iterator.previous(), accumulator)
        }
    }
    return accumulator
}
```

```kotlin
Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit) {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}
```

```kotlin
Iterable<Double>.max(): Double? {
    return maxOrNull()
}
```

```kotlin
Iterable<Float>.max(): Float? {
    return maxOrNull()
}
```

```kotlin
Iterable<T>.max(): T? {
    return maxOrNull()
}
```

```kotlin
Iterable<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}
```

```kotlin
Iterable<T>.maxOf(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        val newValue = maxOf(maxValue, v)
        if (newValue > maxValue) {
            maxValue = newValue
            maxElem = v
        }
    }
    return maxValue
}
```

```kotlin
Iterable<T>.maxOf(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        val newValue = maxOf(maxValue, v)
        if (newValue > maxValue) {
            maxValue = newValue
            maxElem = v
        }
    }
    return maxValue
}
```

```kotlin
Iterable<T>.maxOf(selector: (T, R) -> Comparable<R>): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        val newValue = maxOf(maxValue, v)
        if (newValue > maxValue) {
            maxValue = newValue
            maxElem = v
        }
    }
    return maxValue
}
```

```kotlin
Iterable<T>.maxByOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}
```

```kotlin
Iterable<T>.maxByOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        val newValue = maxOf(maxValue, v)
        if (newValue > maxValue) {
            maxValue = newValue
            maxElem = v
        }
    }
    return maxValue
}
```

```kotlin
Iterable<T>.maxByOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        val newValue = maxOf(maxValue, v)
        if (newValue > maxValue) {
            maxValue = newValue
            maxElem = v
        }
    }
    return maxValue
}
```

```kotlin
Iterable<T>.
```

```kotlin
Iterable<T>, R
```

```kotlin
Iterable<T>, R
```

```kotlin
Iterable<T>, R
```

```kotlin
Iterable<T>, R
```
Iterable<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R : Comparable<R>> Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Iterable<Double>.maxOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Iterable<Float>.maxOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

*\n
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Returns the largest element or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() while (iterator.hasNext()) {
        val e = iterator.next() if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxOrNull instead.", warningSince = "1.4")
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the
 * provided [comparator] or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next() if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", warningSince = "1.4")
@SinceKotlin("1.1")
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    return minOrNull()
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> Iterable<T>.min(): T? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", warningSince = "1.4")
@SinceKotlin("1.1")
public fun Iterable<T>.minBy(selector: (T) -> Double): T? {
    return minByOrNull(selector)
}
```

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Iterable<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()

    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }

    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null

    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }

    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null

    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }

    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Iterable<T>.minOfOrNull(comparator: Comparator<R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()

    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }

    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun Iterable<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null

    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }

    return min
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun Iterable<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null

    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }

    return min
}
Iterable<T>.minOrNull(): T?

val iterator = iterator()
if (!iterator.hasNext()) return null

var min = iterator.next()
while (iterator.hasNext()) {
    val e = iterator.next()
    if (min > e) min = e
}
return min

ReplaceWith("this.minWithOrNull(comparator)")

Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T?

val iterator = iterator()
if (!iterator.hasNext()) return null

var min = iterator.next()
while (iterator.hasNext()) {
    val e = iterator.next()
    if (min > e) min = e
}
return min

@Deprecated("Use minWithOrNull instead.",
    ReplaceWith("this.minWithOrNull(comparator)"))

Iterable<T>.minWithNull(): T?

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWithNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */

@Deprecated("Use minWithOrNull instead.",
    ReplaceWith("this.minWithOrNull(comparator)"))

Iterable<T>.min(): T?

@Deprecated("Use minWithOrNull instead.",
    ReplaceWith("this.minWithOrNull(comparator)"))

Iterable<T>.minWith(comparator: Comparator<in T>): T?

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T?

@SinceKotlin("1.4")
public fun <T> Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T?

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */

@Deprecated("Use minWithOrNull instead.",
    ReplaceWith("this.minWithOrNull(comparator)"))

Iterable<T>.minWithOrNull(): T?

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWithOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

// Similar code blocks for other functions...
Accumulates value starting with the first element and applying [operation] from left to right.

```kotlin
return accumulator

Accumulates value starting with the last element and applying [operation] from right to left.

```
element, and calculates the next accumulator value.

```kotlin
@sample samples.collections.Collections.Aggregates.runningFold

/*
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original collection and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 */
@SinceKotlin("1.4")
public inline fun <T, R>
    Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    var accumulator = initial
    var index = 0
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        index++
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original collection and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 */
@SinceKotlin("1.4")
public inline fun <T, R>
   Iterable<T>.runningFoldIndexed(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, and calculates the next accumulator value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 */
@SinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, and calculates the next accumulator value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R>
    Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, and calculates the next accumulator value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
 * previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R>
    Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```
collection containing all the non-null elements, throwing an [IllegalArgument] exception if there are any null elements.

*pubfun <T : Any> List<T?>.requireNoNulls(): List<T> { return for (element in this) { if (element == null) { throw IllegalArgument("null element found in $this.") } return } }

@Suppress("UNCHECKED_CAST")
public fun <T : Any> List<T?>.requireNoNulls(): List<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as List<T>
}

/**
 * Splits this collection into several lists each not exceeding the given [size]. The last list in the resulting list may have fewer elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits the original collection into pair of lists, where the first list contains elements for which [predicate] yielded `true`, and the second list contains elements for which [predicate] yielded `false`.
 * @param predicate function to each element, must be non-null
 * @sample samples.Operations.partition
 */
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection except the given [element].
 * @param element the element to be removed
 * @sample samples.collections.Collections.Transformations.minus
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.minus(element: T): List<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.
 * @param elements array of elements to be removed
 * @sample samples.collections.Collections.Transformations.minus
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {
    if (elements.isEmpty())
        return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
 * @param elements collection of elements to be removed
 * @sample samples.collections.Collections.Transformations.minus
 */
@SinceKotlin("1.2")
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * @param elements sequence of elements to be removed
 * @sample samples.collections.Collections.Transformations.minus
 */
@SinceKotlin("1.2")
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * @param elements sequence of elements to be removed
 * @sample samples.collections.Collections.Transformations.minus
 */
@SinceKotlin("1.2")
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}
containing all elements of the original collection and then the given [element].
*/
public operator fun <T> Collection<T>.plus(element: T): List<T> { val result = ArrayList<T>(size + 1)
 result.add(element)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> { val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> { val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> { val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> { val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> { val result = ArrayList<T>()
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> { val result = ArrayList<T>(this.size + 10)
 result.addAll(this)
 result.addAll(elements)
 return result
} /*
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Collection<T>.plusElement(element: T): List<T> { val result = ArrayList<T>()
 result.add(element)
 return result
} /*
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plusElement(element: T): List<T> { val result = ArrayList<T>()
 result.add(element)
 return result
} /*
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Collection<T>.plusWindowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> { val checkWindowSizeStep = (size, step, index) -> if (thisRandomAccess && this is List)
 val thisSize = size
 val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
 val val result = ArrayList<T>(resultCapacity)
 var index = 0
 while (index in 0 until thisSize)
 var val windowSize = size.coerceAtMost(thisSize - index)
 if (windowSize < size && !partialWindows) break
 result.add(List(windowSize) { this[it + index] })
 index += step
 } val return result
} /*
 * Returns a list of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list.
 */
public operator fun <T> Collection<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<T> { val checkWindowSizeStep = (size, step, index) -> if (thisRandomAccess && this is List)
 val thisSize = size
 val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
 val return result = ArrayList<T>(resultCapacity)
 var index = 0
 while (index in 0 until thisSize)
 var val windowSize = size.coerceAtMost(thisSize - index)
 if (windowSize < size && !partialWindows) break
 result.add(List(windowSize) { this[it + index] })
 index += step
 } val return result
} /*
 * Returns a list of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this collection with the given [step], where each snapshot is a list.
 */
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= \\

, limit: Int = -1, truncated: CharSequence = "\"...\"", transform: ((T) -> CharSequence)? = null): A {

buffer.append(prefix)\n
 var count = 0\n
 for (element in this) {\n
 if (++count > 1) buffer.append(separator)\n
 if (limit < 0 || count <= limit) {\n
 buffer.appendElement(element, transform)\n
 } else break\n
 }\n
 if (limit > 0 && count > limit) buffer.append(truncated)\n
 buffer.append(postfix)\n
 return buffer.toString()\n
 = \n
 * a Collection of elements, separated by \n
 * the given \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n
 * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit\] elements will be appended, followed by the \[truncated\] string (which defaults to \"...\")\n
 * @sample samples.collections.Collections.Transformations.joinToString\n
 Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\", postfix: CharSequence = \\

, limit: Int = -1, truncated: CharSequence = "\"...\"", transform: ((T) -> CharSequence)? = null): String {\n
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n
 = \n
Iterable<T>.asIterable(): Iterable<T> {\n
 return this\n
 = \n
 * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated\n
 * @sample samples.collections.Sequences.Building.sequenceFromCollection\n
 * Returns an average value of elements in the collection.\n
 * @sample samples.collections.Sequences.Operations.average\n
 Iterable<Byte>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Short>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Int>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Long>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Float>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Double>.average(): Double {\n
 var sum: Double = 0.0\n
 var count: Int = 0\n
 for (element in this) {\n
 sum += element\n
 checkCountOverflow(++count)\n
 }\n
 return if (count == 0) Double.NaN else sum / count\n
 = \n
 Iterable<Byte>.sum(): Int {\n
 return sum\n
 = \n
 Iterable<Short>.sum(): Int {\n
 return sum\n
 = \n
 Iterable<Int>.sum(): Int {\n
 return sum\n
 = \n
 Iterable<Long>.sum(): Long {\n
 return sum\n
 = \n
 Iterable<Float>.sum(): Float {\n
 return sum\n
 = \n
 Iterable<Double>.sum(): Double {\n
 return sum\n
 = \n
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/*
 * Copyright 2010-2018
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
 * Copyright 2010-2018
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it’s not ‘null’, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArrayImpl(collection: Collection<T>, array: T[]?)

protected fun <T> copyToArrayImpl(collection: Collection<T>, array: T[]): Array<T> = if (array.size < collection.size) copyToArrayImpl(collection).unsafeCast<Array<T>>() else copyToArrayImpl(collection: Collection<T>, array: T[]?)

@kotlin.jvm.JvmName("copyToByteArray")
@PublishedApi
@Internal
@ExperimentalStdlibApi
internal actual inline fun <T> copyToByteArray(collection: Collection<T>): Array<T> = copyToArrayImpl(collection: Collection<T>, array: T[])
Returns a new list with the elements of this list randomly shuffled.

```kotlin
Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n\n/* Sorts elements in the list in-place according to their natural sort order.\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@SinceKotlin("1.2")\npublic actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**\n * Sorts elements in the list in-place according to their natural sort order.\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@SinceKotlin("1.3")\n@PublishedApi\n@JsName("arrayCopy")\ninternal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {\n    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)\n    val rangeSize = endIndex - startIndex\n    AbstractList.checkRangeIndexes(destinationOffset, destination.size - rangeSize, destination.size)\n    if (source !== destination||\n        destinationArrayWith(array, comparator).\n    for (i in 0 until array.size) {\n        list[i] = array[i]\n    }\n\n    fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> =\n        arrayOfNulls<Any>(size).unsafeCast<Array<T>>()\n\n    fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this\n    fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()
multiple equal maximal values, returns the first of them.

`maxOf(a: T, vararg other: T, comparator: Comparator<T>): T { var max = a for (e in other) if (comparator.compare(max, e) < 0) max = e return max }` Returns the smaller of two values.

If values are equal, returns the first one.

`minOf(a: T, b: T): T` Returns the smaller of two values.

`minOf(a: Byte, b: Byte): Byte` Returns the smaller of two values.

`minOf(a: Int, b: Int): Int` Returns the smaller of two values.

If either value is `NaN`, returns `NaN`.

`minOf(a: Long, b: Long): Long` Returns the smaller of two values.

If any value is `NaN`, returns `NaN`.

`minOf(a: Float, b: Float): Float` Returns the smaller of two values.

If any value is `NaN`, returns `NaN`.

`minOf(a: Double, b: Double): Double` Returns the smaller of three values.

If there are multiple equal minimal values, returns the first of them.

`minOf(a: Float, b: Float, c: Float): Float` Returns the smaller of three values.

If any value is `NaN`, returns `NaN`.

`minOf(a: Double, b: Double, c: Double): Double` Returns the smaller of three values.

According to the order specified by the given [comparator].

If there are multiple equal minimal values, returns the first of them.

`minOf(a: Byte, b: Byte, c: Byte): Byte` Returns the smaller of three values.

`minOf(a: Int, b: Int, c: Int): Int` Returns the smaller of three values.

According to the order specified by the given [comparator].

If there are multiple equal minimal values, returns the first of them.

`minOf(a: Long, b: Long, c: Long): Long` Returns the smaller of three values.

If any value is `NaN`, returns `NaN`.

`minOf(a: Float, b: Float, c: Float): Float` Returns the smaller of three values.

If any value is `NaN`, returns `NaN`.

`minOf(a: Double, b: Double, c: Double): Double` Returns the smaller of three values.

According to the order specified by the given [comparator].

If there are multiple equal minimal values, returns the first of them.
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*\n\n*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/ JetBrains/kotlin/tree/master/libraries/stdlib
//\n\n\nimport kotlin.random.
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each entry in the original map.
 */
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map.
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each entry in the original map
 * and appends only the non-null results to the given [destination].
 */
public inline fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    forEach {
        element -> transform(element)!!.let { destination.add(it) } } return destination
}

/**
 * Applies the given [transform] function to each entry of the original map
 * and appends the results to the given [destination].
 */
public inline fun <K, V, R : Any, C :MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    forEach {
        element -> transform(element)!!.let { destination.add(it) } } return destination
}

/**
 * Returns true if all entries of the given [predicate] match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.maxOfOrNull(selector) ?: null
}

maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? Returns the largest value according to the provided [selector] function applied to each entry in the map.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {
    return entries.maxOfWithOrNull(comparator, selector) ?: null
}

maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? Returns the largest value according to the provided [selector] function applied to each entry in the map or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V, R> Map<out K, V>.maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {
    return entries.maxOfWith(comparator, selector)
}

maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R Returns the first entry having the largest value according to the provided [selector] or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.maxWithOrNull(comparator) ?: null
}

maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.maxWith(comparator)
}

maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry having the smallest value according to the provided [selector] or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V> Map<out K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minByOrNull(selector) ?: null
}

minByOrNull(selector: (Map.Entry<K, V>) -> Double): Double? Returns the smallest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V> Map<out K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minByOrNull(selector) ?: null
}

minByOrNull(selector: (Map.Entry<K, V>) -> Float): Float? Returns the smallest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector) ?: null
}

minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? Returns the smallest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
@public inline fun <K, V, R> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.minOf(selector)
}

minOf(selector: (Map.Entry<K, V>) -> R): R Returns the smallest value among all values produced by [selector] function applied to each entry in the map.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.minOf(comparator)
}

minOf(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.minOf(comparator)
}

minOf(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry having the smallest value according to the provided [selector] or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.minWithOrNull(comparator) ?: null
}

minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry having the largest value according to the provided [selector] or `null` if there are no entries.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.internal.InlineOnly::class)
    return entries.minWith(comparator)
}

minWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? Returns the first entry having the largest value according to the provided [selector] or `null` if there are no entries.
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOfOrNull(selector)/**
    * Returns the smallest value among all values produced by [selector]
    * function. Returns `null` if there are no entries.
    */
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)**
    * Returns the smallest value among all values produced by [selector]
    */
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)**
    * Returns the smallest value according to the provided [comparator].
    */
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R> Map<out K, V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {
    return entries.minOfWith(comparator, selector)**
    * Returns the first entry having the smallest value according to the
    provided [comparator].
    */
}

/**
 * Returns `true` if the map has no entries.
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <K, V> Map<out K, V>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no entries match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each entry and
 * returns the map itself afterwards.
 * @param [action] function that takes the index of an entry and the entry itself
 * and performs the action on the entry.
 * @return a copy of the original map with entries returned by the given
 *        action.
 */
M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M

/**
 * Creates an [Iterable] instance that wraps the original map returning
 * its entries when being iterated.
 * @return a copy of the original map with entries returned by the given
 *        action.
 */
M.asIterable(): Iterable<Map.Entry<K, V>>

//@SinceKotlin("1.4")
//@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
//@OverloadResolution
//@kotlin.internal.InlineOnly
V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

"/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file."

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package
kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 */
public operator fun <K,V> Sequence<K,V>.contains(element: V): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 */
public fun <K,V> Sequence<K,V>.elementAtOrNull(index: Int): V? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <K,V> Sequence<K,V>.findFirst(predicate: (V) -> Boolean): V? {
    for (element in this)
        if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 */
public fun <K,V> Sequence<K,V>.indexOfFirst(element: V): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/*
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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package
kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 */
public operator fun <K,V> Sequence<K,V>.contains(element: V): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the
 * [index] is out of bounds of this sequence.
 */
public fun <K,V> Sequence<K,V>.elementAtOrNull(index: Int): V? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <K,V> Sequence<K,V>.findFirst(predicate: (V) -> Boolean): V? {
    for (element in this)
        if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 */
public fun <K,V> Sequence<K,V>.indexOfFirst(element: V): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
```kotlin
/**
 * Retruns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_ */
public inline fun <T> Sequence<T>.lastIndexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns the last element.
 * The operation is _terminal_ */
public fun <T> Sequence<T>.last(): T {
    var last = iterator.next() while (iterator.hasNext())
    last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * The operation is _terminal_ */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    return last
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_ */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence contains more than one matching element.")
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if [n] is negative.
 * The operation is _terminal_ */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 * The operation is _terminal_ */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    return single
}
```

---

Open Source Used in Cisco Nexus Dashboard Insights 6.1.1  10825
@sample samples.collections.Collections.Transformations.drop

/*public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this.drop(n)
    else -> DropSequence(this, n)
    }
}

Returns a sequence containing all elements except first n that satisfy the given [predicate].

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.DropWhile(predicate: (T) -> Boolean): Sequence<T>: Sequence<T>.dropWhile(predicate) {
    return TransformingSequence(FILTERINGSequence(this, true, predicate))
}

Returns a sequence containing only elements matching the given [predicate].

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filter

/*public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return Filtering.filter(this, predicate)
}

Returns a sequence containing all elements that match the given [predicate].

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterIndexed

/*public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return Filtering.filterIndexed(this, predicate)
}

Returns a sequence containing all elements that match the given [predicate] and satisfy the given [destination].

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterIndexedTo

/*public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    for (index, element) in this
        if (predicate(index, element)) destination.add(element)
    return destination
}

Returns a sequence containing all elements that are instances of specified type parameter R.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterIsInstance

/*public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<R> {
    @Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>
}

Returns a sequence containing all elements that are not `null`.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterNotNull

/*public fun <T> Sequence<T>.filterNotNull(): Sequence<T> {
    @Suppress("UNCHECKED_CAST")
    return filter { it != null } as Sequence<T>
}

Returns a sequence containing all elements that are not `null`.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterNot

/*public fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this)
        if (!predicate(element)) destination.add(element)
    return destination
}

Returns a sequence containing all elements that are not matching the given [predicate].

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Filtering.filterNotTo

/*public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this)
        if (predicate(element)) destination.add(element)
    return destination
}

Returns a sequence containing all elements that match the given [predicate].

The operation is _intermediate_ and _stateless_.
destination.add(element)\n    return destination
}

/**
 * Returns a sequence containing first \[n\] elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, R : Comparable<R>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sortWith(compareBy(compareBy()))
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to their natural sort order.
 */
public fun <T> Sequence<T>.sorted(): Sequence<T> {
    // Implementation
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to the specified [comparator].
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    // Implementation
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields a key-value pair for each element of this sequence.
 * The key is computed by the [keySelector] function and the value by the [valueSelector] function.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueSelector: (T) -> V): Map<K, V> {
    // Implementation
}

/**
 * Returns a sequence that contains elements of this sequence sorted
 * according to their natural sort order.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    return when {
        n == 0 -> emptySequence()
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing first \[n\] elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    // Implementation
}

/**
 * Returns a sequence containing first \[n\] elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T, R : Comparable<R>> Sequence<T>.take(n: Int): Sequence<T> {
    // Implementation
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * descending according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Sequence<T>.takeDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to the specified [comparator] function.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    // Implementation
}

/**
 * Returns a sequence that contains elements of this sequence sorted
 * according to the specified [comparator] function.
 * The sort is _stable_.
 * It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Sequence<T>.associateWith(keySelector: (T) -> K, valueSelector: (T) -> V): Map<K, V> {
    // Implementation
}
samples.collections.Collections.Transformations.associateByWithValueTransform\n */

public inline fun <T, K, V> Sequence<T>.associateByWith(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)\n        \n    * Populates and returns the [destination] mutable map with key-value pairs,\n        * where key is provided by the [keySelector] function applied to\n        * each element of the given sequence\n        * and value is the element itself.\n        * \n        * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n        * \n        * The operation is _terminal_.\n        * \n        * @sample samples.collections.Collections.Transformations.associateByWith\n        *\n        * valueTransform: (T) -> V; M { \n            for (element in this) { \n                return destination\n            } \n        } \n        *\n        * Returns a [Map] where keys are elements from the given sequence and values are \n        * produced by the [valueSelector] function applied to each element.\n        * \n        * If any two elements are equal, the last one gets added to the map.\n        * \n        * The operation is _terminal_.\n        * \n        * @sample samples.collections.Collections.Transformations.associateWith\n        *\n        * valueSelector: (T) -> V; M { \n            for (item in this) { \n                return destination\n            } \n        } \n        *\n        * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.\n        * \n        * The operation is _terminal_.\n        * 
}
Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> { return FlatteningSequence(this, transform); }

Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> { return FlatteningSequence(this, transform); }

Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> { return FlatteningSequence(this, transform); }

Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> { return FlatteningSequence(this, transform); }

@Sample

@Sample

@Sample

@Sample

@Sample
function
* applied to each element and returns a map where each group key is associated with a list of corresponding elements.*
* The returned map preserves the entry iteration order of the keys produced from the original sequence.*
* The operation is _terminal_.*
* @sample

samples.collections.Collections.Transformations.groupBy
*/apublic inline fun <T, K>
Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
* by the key returned by the given [keySelector] function applied to the element
* and returns a map where each group key is associated with a list of corresponding values.*
* The returned map preserves the entry iteration order of the keys produced from the original sequence.*
* The operation is _terminal_.*
* @sample

samples.collections.Collections.Transformations.groupByKeysAndValues
*/apublic inline fun <T, K, V>
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function
* applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.
* The operation is _terminal_.
* @sample

samples.collections.Collections.Transformations.groupBy
*/
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        { val key = keySelector(element)
          val list = destination.getOrPut(key) { ArrayList<T>() }
          list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
* by the key returned by the given [keySelector] function applied to the element
* and puts to the [destination] map each group key associated with a list of corresponding values.
* The operation is _terminal_.
* @sample

samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        { val key = keySelector(element)
          val list = destination.getOrPut(key) { ArrayList<V>() }
          list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
* using the specified [keySelector] function to extract a key from each element.*
* The operation is _intermediate_ and _stateless_.
* @sample

samples.collections.Collections.Grouping.groupingByEachCount
*/
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K):
    Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }

/**
 * Returns a sequence containing the results of applying the given 
* function to each element in the original sequence.*
* The operation is _intermediate_ and _stateless_.
* @sample

samples.collections.Collections.Transformations.map
*/
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given 
* function to each element and its index in the original sequence.*
* @param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.*
* The operation is _intermediate_ and _stateless_.
* @sample

samples.collections.Collections.Transformations.map
*/
public fun <T, R, S> Sequence<T, R>.mapIndexedNotNull(transform: (Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**
 * Applies the given 
* function to each element and its index in the original sequence
* and appends only the non-null results to the given

[destination].

* @param [transform] function that takes the index of an element and the element itself
* returns the result of the transform applied to the element.
* The operation is _terminal_.
* @param [transform]
* The operation is _terminal_.
* @return

/**
 * Applies the given [transform] function to each element and its index in the original sequence
* and appends the results to the given [destination].
* The operation is _terminal_.
* @param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.
*/
public inline fun <T, R : Any, C : Collection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original sequence
* and appends the results to the given [destination].
* The operation is _terminal_.
* @param [transform] function that takes the index of an element and the element itself
* and returns the result of the transform applied to the element.
*/
public inline fun <T, R : Any, C : Collection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function
* to each element in the original sequence.
* The operation is _intermediate_ and _stateless_.
* @sample samples.collections.Collections.Transformations.mapNotNull
*/
public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {
    return TransformingSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function to each element in the original sequence
* and appends only the non-null results to the given [destination].
* The operation is _terminal_.
* @param [transform]
* The operation is _terminal_.
* @return
*/
public inline fun <T, R : Any, C : Collection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original sequence
* and appends the results to the given sequence.
* The operation is _terminal_.
* @param [transform]
* The operation is _terminal_.
* @return
*/
public inline fun <T, R, C : Collection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a sequence that wraps each element of
* the original sequence into an [IndexedValue] containing the index of that element and the element itself.
* The operation is _intermediate_ and _stateless_.
*/
public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {
    return IndexingSequence(this)
}

/**
 * Returns a sequence containing only distinct elements from the given sequence.
* Among equal elements of the given sequence, only the first one will be present in the resulting sequence.
* The elements in the resulting sequence are in the same order as they were in the source sequence.
* The operation is _intermediate_ and _stateful_.
*/
public fun <T> Sequence<T>.distinct(): Sequence<T> {
    return this.distinctBy { it }
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given sequence.
* The returned set preserves the element iteration order of the original sequence.
* The operation is _terminal_.
* @return
*/
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
* The operation is _terminal_.
* @sample samples.collections.Collections.Aggregates.all
*/
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
* The operation is _terminal_.
* @sample samples.collections.Collections.Aggregates.any
*/
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate] and at least one element matches the given [predicate] and matches the given [predicate] and returns the result of the transform applied to the element.
* The operation is _terminal_.
* @param [transform]
* The operation is _terminal_.
* @return
*/
public inline fun <T, R : Any, C : Collection<in R>> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if sequence has at least one element.
* The operation is _terminal_.
* @sample samples.collections.Collections.Aggregates.any
*/
public fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate] and at least one element matches the given [predicate] and returns the result of the transform applied to the element.
* The operation is _terminal_.
* @param [transform]
* The operation is _terminal_.
* @return
*/
public inline fun <T, R : Any, C : Collection<in R>> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if sequence has at least one element.
* The operation is _terminal_.
* @sample samples.collections.Collections.Aggregates.any
*/
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if sequence has at least one element.
* The operation is _terminal_.
* @sample samples.collections.Collections.Aggregates.any
*/
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}
true
    return false
}

/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this)
        if (predicate(element))
            checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns the specified [initial] value if the sequence is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates
 * the next accumulator value.
 * The operation is _terminal_.
 */
public inline fun <T, R>
    Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element
 * with its index in the original sequence.
 * Returns the specified [initial] value if the sequence is empty.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * The operation is _terminal_.
 */
public inline fun <T, R>
    Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (item in this) accumulator = operation(checkIndexOverflow(index++), accumulator, item)
    return accumulator
}

/**
 * Performs the given [action] on each element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this)
        action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 * The operation is _terminal_.
 */
public inline fun <T>
    Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
    ReplaceWith("this.maxOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T : Comparable<T>> Sequence<T>.maxBy(selector: (T) -> Double): T? {
    return maxByOrNull(selector)
}

/**
 * Returns the first element yielding the largest value of the given function or
 * `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

/*\n *@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
 *ByLambdaReturnType\n *InlineOnly\n */
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException if the sequence is empty.
    var maxElem = iterator.next() var maxValue = selector(maxElem) do {
        val e = iterator.next() val v = selector(e) if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext()) return maxElem
}

/*\n */
```kotlin
maxValue = selector(iterator.next())
while (iterator.hasNext()) {
    val v = selector(iterator.next())
    maxValue = maxOf(maxValue, v)
}
return maxValue

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence.\n * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence or `null` if there are no elements.\n * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence or `null` if there are no elements.\n * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence or `null` if there are no elements.\n * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T, R : Comparable<R>> Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function * applied to each element in the sequence or `null` if there are no elements.\n * * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * * @throws NoSuchElementException if the sequence is empty.\n *
 * The operation is _terminal_.\n */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T, R> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@inline
public inline fun <T> Sequence<T>.maxOfOrNull(nullor: (T) -> T?): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

---

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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R?): R? {
    val iterator = iterator()
    return null

    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if
 * there are no elements. The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun Sequence<Double>.maxOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if
 * there are no elements. The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun Sequence<Float>.maxOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        max = maxOf(max, e)
    }
    return max
}

/**
 * Returns the largest element or `null` if
 * there are no elements. The operation is _terminal_.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("this.maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element yielding the smallest value of the given function or
 * `null` if there are no elements. The operation is _terminal_.
 * @sample
 * samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem

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/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Sequence<T>.minOfOrNull(selector: (T) -> R?): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 *
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.minOfOrNullOrNull(selector: (T) -> R?): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
and calculates the next accumulator value.

The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.reduce

```kotlin
public inline fun <S, T : S>
Sequence<T>.reduce(operation: (acc: S, T) -> S): S {

    // The operation is _terminal_.

    // @sample samples.collections.Collections.Aggregates.reduce
    // Sequence<T>.reduce(operation: (acc: S, T) -> S): S {

    // var accumulator: S =
    // iterator.next() when (iterator.hasNext())

    // return accumulator

    // Returns `null` if the sequence is empty.
    // If the sequence can be empty in an expected way, please use
    // [reduceIndexedOrNull] instead.

    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from
 * left to right to current accumulator value and each element with its index in the original sequence.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the
 * element itself, and calculates the next accumulator value.
 * 
 * The operation is _terminal_.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S>
Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {

    // The operation is _terminal_.

    // @sample samples.collections.Collections.Aggregates.reduce
    // Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {

    // var index = 1
    // var accumulator: S =
    // iterator.next() when (iterator.hasNext())

    // return accumulator

    // Returns `null` if the sequence is empty.
    // If the sequence can be empty in an expected way, please use
    // [reduceIndexedOrNull] instead.

    return accumulator
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from
 * left to right to current accumulator value and each element.
 * 
 * The operation should not be mutated; otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function
 * later because of sequence's lazy nature.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates
 * the next accumulator value.
 * 
 * The operation is _intermediate_ and _stateless_.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {

    // The operation is _intermediate_ and _stateless_.

    // @sample samples.collections.Collections.Aggregates.runningFold
    // Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {

    // var yield(initial)
    // var accumulator = initial
    // for (element in this@runningFold)

    // yield(accumulator)

    // return accumulator

    // Returns a sequence containing successive accumulation values generated by applying [operation] from
    // left to right to each element and current accumulator value that starts with [initial] value.
    // Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
    // The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function
    // later because of sequence's lazy nature.
    // 
    // @sample samples.collections.Collections.Aggregates.runningFold
    // Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {

    // var yield(initial)
    // var accumulator = initial
    // for (element in this@runningFold)

    // yield(accumulator)

    // return accumulator

    // Returns a sequence containing successive accumulation values generated by applying [operation] from
    // left to right to each element and current accumulator value that starts with [initial] value.
    // Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting sequence.
    // The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.
    // 
    // @sample samples.collections.Collections.Aggregates.runningFold
    // Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Aggregates.runningFold\n *

```kotlin
fun <T, R> Sequence<T>.runningFold(initial: R, operation: (Int, R) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this)
            accumulator = operation(index++, accumulator, element)
        yield(accumulator)
    }
}
```

* @param [operation] function that takes current accumulator value and the element, and calculates the next \n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n
```kotlin
fun <S, T : S> Sequence<T>.runningReduce(operation: (S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
```

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.Collections.Aggregates.runningFoldIndexed\n
```kotlin
fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (Int, R, T) -> R): Sequence<R> {
    return sequence {
        var index = 0
        var accumulator = initial
        for (element in this)
            accumulator = operation(index++, accumulator, element)
        yield(accumulator)
    }
}
```

* @param [operation] function that takes current accumulator value and the element, and calculates the next \n * The operation is _intermediate_ and _stateless_.\n * @sample samples.collections.Collections.Aggregates.runningReduceIndexed\n
```kotlin
fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (Int, S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            var index = 1
            while (iterator.hasNext()) {
                accumulator = operation(index++, accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
```

* @param [operation] function that takes current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.Collections.Aggregates.scan\n
```kotlin
fun <T, R> Sequence<T>.scan(initial: R, operation: (R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}
```

* @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n * @sample samples.Collections.Aggregates.scanIndexed\n
```kotlin
fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (Int, R, T) -> R): Sequence<R> {
    return
}
```kotlin
@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S>
    Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
        return runningReduce(operation)
    }

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S>
    Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
        return runningReduceIndexed(operation)
    }

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_ and *@*/
public fun <T>
    Sequence<T>.sumBy(selector: (T) -> Int): Int {
        var sum: Int = 0
        for (element in this) {
            sum += selector(element)
        }
        return sum
    }

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_ and *@*/
public fun <T>
    Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
        var sum: Double = 0.0
        for (element in this) {
            sum += selector(element)
        }
        return sum
    }

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an
 * [IllegalArgumentException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any>
    Sequence<T?>.requireNoNulls(): Sequence<T> {
        return map { it ?: throw IllegalArgumentException("null element found in $this.") }
    }

/**
 * Splits this sequence into a sequence of lists each not exceeding the given
 * [size].
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Collection<T>.split(size: Int): Collection<List<T>> {
    var result: List<T> = ArrayList()
    var current: List<T> = ArrayList()
    for (element in this) {
        current.add(element)
        if (current.size >= size) {
            result.add(current)
            current = ArrayList()
        }
    }
    if (current.isNotEmpty()) {
        result.add(current)
    }
    return result
}
```

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@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S>
    Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
        return runningReduce(operation)
    }

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S>
    Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
        return runningReduceIndexed(operation)
    }

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_.
 */
public fun <T>
    Sequence<T>.sumBy(selector: (T) -> Int): Int {
        var sum: Int = 0
        for (element in this) {
            sum += selector(element)
        }
        return sum
    }

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function
 * applied to each element in the sequence.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an
 * [IllegalArgumentException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T : Any>
    Sequence<T?>.requireNoNulls(): Sequence<T> {
        return map { it ?: throw IllegalArgumentException("null element found in $this.") }
    }

/**
 * Splits this sequence into a sequence of lists each not exceeding the given
 * [size].
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Collection<T>.split(size: Int): Collection<List<T>> {
    var result: List<T> = ArrayList()
    var current: List<T> = ArrayList()
    for (element in this) {
        current.add(element)
        if (current.size >= size) {
            result.add(current)
            current = ArrayList()
        }
    }
    if (current.isNotEmpty()) {
        result.add(current)
    }
    return result
}
samples.collections.Collections.Transformations.chunked

`@SinceKotlin("1.2")`public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true) { it } * @return sequence of results of the [transform] applied to each list
    return transform(map { it } * @note that the list passed to the [transform] function is ephemeral and is valid only inside that function.

    * You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last list may have fewer elements than the given [size] and the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence. Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `minus` may affect the result. The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The operation is _intermediate_ and _stateful_.*

    * returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.

    * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `minus` may affect the result. The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The operation is _intermediate_ and _stateful_.

    * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.

    * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `minus` may affect the result. The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations. The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.

    * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.

    * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence. * Returns a sequence containing all elements of original sequence without the first occurrence of the given [element]. The operation is _intermediate_ and _stateless_.

    * Returns a sequence containing pair of lists, where the first list contains elements for which [predicate] yielded `true`, while the second list contains elements for which [predicate]
yielded `false`. The operation is _terminal_.

```java
public inline fun <T>
Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [elements].
 * The operation is _terminal_.
 * The operation is _terminal_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size]
 * sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have fewer elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default false which means partial windows won't be preserved
 * @param @sample samples.collections.Sequences.Transformations.takeWindows
 *@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map { it.toList() }
}

/**
 * Returns a sequence of values built from the elements of this sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 */
```
The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zipWithTransform

```kotlin
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the `[other]` sequence with the same
 * index
 * using the provided `[transform]` function applied to each pair of elements.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Sequences.Transformations.zipWithTransform
 */
public fun <T, R, V>
Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return
```

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zipWithNext

```kotlin
public fun <T, A : Appendable>
Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using `[separator]` and using the given `[prefix]` and `[postfix]` if supplied.
 * If the collection could be huge, you can specify a non-negative value of `[limit]`, in which case only the first `[limit]` elements will be appended, followed by the [truncated] string (which defaults to `"..."`).
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T>
Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an `[Iterable]` instance that wraps the original sequence returning its elements when being iterated.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Creates an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0)

checkCountOverflow(++count) } return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}


Returns a random character from this char sequence, or `null` if this char sequence is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@inline
fun CharSequence.randomOrNull(): Char? {
    return randomOrNull(Random)
}
```

*Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}
```

*Returns the single character, or throws an exception if the char sequence is empty or has more than one character.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more than one element.")
    }
}
```

*Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.*

```kotlin
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharSequence.singleOrNull(): Char? {
    return randomOrNull(Random)
}
```

*Returns a random character from this char sequence, or `null` if this char sequence is empty.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.singleOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}
```

*Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun String.drop(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
}
```

*Returns a string with the first [n] characters removed.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
}
```

*Returns a string with the last [n] characters removed.*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}
```

*Returns a string containing all characters except last characters that satisfy the given [predicate].*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
}
```

*Returns a string containing all characters except last characters that satisfy the given [predicate].*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}
```

*Returns a string containing all characters except first characters that satisfy the given [predicate].*

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index, length)
    return ""
}
```

*Returns a string containing all characters except first characters that satisfy the given [predicate].*
for (index in this.indices)
    if (!predicate(this[index]))
        return substring(index)
    return ""
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a char sequence
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a string
 */
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a char sequence
 */
public inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a string
 */
public inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @param [destination] destination
 * @return a char sequence
 */
public inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a char sequence
 */
public inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a string
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters not matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @param [destination] destination
 * @return a char sequence
 */
public inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this)
        if (!predicate(element)) destination.append(element)
    return destination
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @param [destination] destination
 * @return a char sequence
 */
public inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @param [predicate] function that takes the index of a character and the character itself
 * and returns the result of predicate evaluation on the character.
 * @return a char sequence
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original string at the specified range of [indices].
 * @param [indices] range
 * @return a string
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Returns a char sequence containing characters of the original char sequence at specified 
 * range of [indices].
 * @param [indices] range
 * @return a char sequence
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result.toString()
}

/**
 * Returns a subsequence of this char sequence containing characters of the original string at the specified range of [indices].
 * @param [indices] range
 * @return a char sequence
 */
public fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

@kotlin.internal.InlineOnly
/**
 * Returns a subsequence of this char sequence containing characters of the original string at the specified range of [indices].
 * @param [indices] range
 * @return a string
 */
@throws IllegalArgumentException if [indices] is negative.
public fun String.take(indices: IntRange): String {
    return takeUntil { get(it) == CharSequence.EOF }
}

// string is an instance of String
val string = "Hello, World!

return string.filter { it.isUpperCase() }

// String is an instance of CharSequence
fun CharSequence.slice(indices: IntRange): CharSequence {
CharSequence.associateBy(keySelector: Char -> K, valueTransform: Char -> V): Map<K, V> {\n    val capacity = mapCapacity(length).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n} \n
CharSequence.associateByTo(destination: M, keySelector: Char -> K): M {\n    return associateByTo(destination, LinkedHashMap<K, V>(capacity), keySelector)\n} \n
CharSequence.associateByTo(destination: M, keySelector: Char -> K, valueTransform: Char -> V): M {\n    return associateByTo(destination, LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n} \n
CharSequence.associateWith(valueSelector: Char -> V): Map<Char, V> {\n    return associateWithTo(LinkedHashMap<Char, V>(capacity), valueSelector)\n} \n
CharSequence.associateWithTo(destination: M, valueSelector: Char -> V): M {\n    return associateWithTo(destination, LinkedHashMap<Char, V>(capacity), valueSelector)\n} \n
CharSequence.flatMap(transform: Char -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}
transform)\n}/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each character\n * and its index in the original char sequence.
 \n * @param samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapIndexedIterable")@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)\n}/**
 * Appends all elements yielded from results of [transform] function being invoked on each character\n * and its index in the original char sequence, to the given
 * [destination]\n */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("flatMapIndexedIterableTo")@kotlin.internal.InlineOnly\npublic inline fun <R, C :MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++,
        element)\n        destination.addAll(list)\n    }
    return destination
}/**
 * Groups characters of the original char sequence by
 * the key returned by the given [keySelector] function\n * applied to each character and returns a map where
each group key is associated with a list of corresponding characters.\n * The returned map preserves the entry
 * iteration order of the keys produced from the original char sequence.
 */
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}/**
 * Groups values returned by the\n * [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function\n * and returns a map where each group key is associated with a list of corresponding values.\n * The returned map preserves the entry
 * iteration order of the keys produced from the original char sequence.
 */
public inline fun <K, V, M :MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)\n        val list = valueTransform(element)\n        destination.addOrPut(key) { ArrayList<Char>() }\n        list.addAll(element)\n    }
    return destination
}/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
 * fold operations\n * using the specified [keySelector] function to extract a key from each character.\n */
public inline fun CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :
Grouping<Char, K> {n override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()}
    override fun keyOf(element: Char): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given 
 * [transform] function to each character in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @sample samples.text.Strings.map
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing the results of applying the given 
 * [transform] function to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given 
 * [transform] function to each character of the original char sequence
 * and appends the results to the given 
 * [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a lazy 
 * [Iterable] that wraps each character of the original char sequence
 * into an 
 * [IndexedValue] containing the index of that character and the character itself.
 */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given 
 * [predicate].
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given 
 * [predicate].
 */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.
 */
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given
 * @param 
 * @sample
 */

public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character.
 * Returns the specified [initial] value if the char sequence is empty.
 */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character with its index in the original char sequence.
 * Returns the specified [initial] value if the char sequence is empty.
 */
public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to current accumulator value and each character.
 * Returns the specified [initial] value if the char sequence is empty.
 */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value.
 * Returns the specified [initial] value if the char sequence is empty.
 */
public inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 * @param [action] function that takes the index of a character and the character itself and performs the action on the character.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("this.maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxElem = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxElem
}
>Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence\n * \n * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {\n    // Implementation details here\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {
    // Implementation details here\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * 
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double? {
    // Implementation details here\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * 
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {
    // Implementation details here\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * 
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.maxOfWith comparator: Comparator<R>, selector: (Char) -> R): R {
    // Implementation details here\n}

/**
 * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * 
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * 
 */\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfWithOrNull comparator: Comparator<R>, selector: (Char) -> R): R? {
    // Implementation details here\n}
Returns the largest character or `null` if there are no characters.

```kotlin
public fun CharSequence.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the first character having the largest value according to the provided comparator or `null` if there are no characters.

```kotlin
public fun CharSequence.maxWithNullOrNotNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.

```kotlin
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence.

```kotlin
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```
each character in the char sequence or `null` if there are no characters.\n
*\na@SinceKotlin("1.4")\na@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\na@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }
    return minValue\n}

*\na@SinceKotlin("1.4")\na@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\na@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

*\na@SinceKotlin("1.4")\na@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\na@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

*\na@SinceKotlin("1.4")\na@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\na@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

*\na@SinceKotlin("1.4")\na@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\na@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]\n        if (min > e) min = e\n    }
    return min\n}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("this.minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null\n    return minWithOrNull(comparator)\n}

@Deprecated("Use minWithOrNull instead.", ReplaceWith("this.minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null\n    return minWithOrNull(comparator)\n}

public fun CharSequence.none(): Boolean {
    return isEmpty()
}

public inline fun <R> CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false\n    return true\n}

public fun CharSequence.onEach(action: (Char) -> Unit): S {
    return apply ( for (element in this) action(element) )\n}

public fun CharSequence.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply ( forEachIndexed(action) )\n}

```kotlin
var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left
 * to each character with its index in the original char sequence and current accumulator value.
 * Returns ‘null’ if the char sequence is empty.
 * @param operation function that takes the index of a character, the character itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun CharSequence.reduceRightOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each character and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param operation function that takes current accumulator value and a character, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
`acc` value passed to [operation] function should not be mutated; in * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of a character, current accumulator value * and the character itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningReduce

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in * to each character and current accumulator value that starts with [initial] value. * @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.scan
 */
```
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution ByLambdaReturnType*\@kotlin.jvm.JvmName("sumOfLong")*\@kotlin.internal.InlineOnly*\@public inline fun CharSequence.sumOf(selector: (Char) -> Long): Long {\n    var sum: Long = 0.toLong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution ByLambdaReturnType*\@kotlin.jvm.JvmName("sumOfUInt")*\@kotlin.experimental.UnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {\n    var sum: UInt = 0.toUInt()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
*\@SinceKotlin("1.4")*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution ByLambdaReturnType*\@kotlin.jvm.JvmName("sumOfULong")*\@kotlin.experimental.UnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun CharSequence.sumOf(selector: (Char) -> ULong): ULong {\n    var sum: ULong = 0.toULong()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n
*\@SinceKotlin("1.2")*\@public fun CharSequence.chunked(size: Int): List<String> {\n    return windowed(size, size, partialWindows = true)\n}\n
*\@SinceKotlin("1.2")*\@public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {\n    return windowed(size, size, partialWindows = true, transform = transform)\n}\n
*\@SinceKotlin("1.2")*\@public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {\n    return chunkedSequence(size) { it.toString() }\n}\n
*\@SinceKotlin("1.2")*\@public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {\n    return windowedSequence(size, size, partialWindows = true, transform = transform)\n}\n
*\@SinceKotlin("1.2")*\@public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {\n    val first = StringBuilder()\n    val second = StringBuilder()\n    for (element in this) {\n        if (predicate(element)) {\n            first.append(element)\n        } else {\n            second.append(element)\n        }\n    }\n    return Pair(first, second)\n}
of strings, where first string contains characters for which [predicate] yielded 'true', second string contains characters for which [predicate] yielded 'false'.

*/

public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along the char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. When number of elements to take in each window is greater than step the number of elements to move the window forward by on each step, by default 1
 */
@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a list of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along the char sequence with the given [step]. Several last char sequences may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. When number of elements to take in each window is greater than step the number of elements to move the window forward by on each step, by default 1
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along the char sequence with the given [step], where each snapshot is a string. Several last strings may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. When number of elements to take in each window is greater than step the number of elements to move the window forward by on each step, by default 1
 */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along the char sequence with the given [step]. Several last char sequences may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. When number of elements to take in each window is greater than step the number of elements to move the window forward by on each step, by default 1
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}
String.capitalize(): String

/**
 * Returns a copy of this string having its first letter lowercased using the rules of
 * the default locale.
 * @param samples.text.Strings.decapitalize
 */
@public expect fun String.decapitalize(): String

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()

/**
 * Returns a subsequence of this char sequence having leading characters matching the [predicate] removed.
 * @param samples.text.Strings.trimStart
 */
public fun CharSequence.trimStart(vararg chars: Char): CharSequence =
    trimStart(Char::isWhitespace)

/**
 * Returns a subsequence of this char sequence having trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trimEnd
 */
public fun CharSequence.trimEnd(vararg chars: Char): CharSequence =
    trimEnd(Char::isWhitespace)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public inline fun String.trimStart(vararg chars: Char): String =
    trimStart(Char::isWhitespace)

/**
 * Returns a subsequence of this char sequence having leading characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public inline fun String.trimEnd(vararg chars: Char): String =
    trimEnd(Char::isWhitespace)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public fun CharSequence.trim(): CharSequence =
    trim(Char::isWhitespace)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence =
    trim(predicate)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence =
    trim(predicate)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence =
    trim(predicate)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence =
    trimEnd(predicate)

/**
 * Returns a subsequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 * @param samples.text.Strings.trim
 */
public fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence =
    trimStart(predicate)
CharSequence {
if (length < 0) throw IllegalArgumentException("Desired length $length is less than zero.")
} in if (length <= this.length) return this.subSequence(0, this.length)
val sb = StringBuilder(length) for (i in 1..(length - this.length)) sb.append(padChar)
return sb
* @param length the desired string length.
* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
* @return Returns a string of length at least [length] consisting of 'this' string prepended with [padChar] as many times * as are necessary to reach that length.
* @sample samples.text.Strings.padStart
*/
public fun String.padStart(length: Int, padChar: Char = ' '): String = (this as CharSequence).padStart(length, padChar).toString()

/**
 * Returns a char sequence with content of this char sequence padded at the end with the specified [length] with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad char sequence with, if it has length less than the [length] specified. Space is used by default.
 * @return Returns a char sequence of length at least [length] consisting of 'this' char sequence appended with [padChar] as many times * as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
if (length < 0)
throw IllegalArgumentException("Desired length $length is less than zero.")
if (length <= this.length)
return this.subSequence(0, this.length)
val sb = StringBuilder(length)
for (i in 1..(length - this.length)) sb.append(padChar)
return sb
* @param length the desired string length.
* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.
* @return Returns a string of length at least [length] consisting of 'this' string appended with [padChar] as many times * as are necessary to reach that length.
* @sample samples.text.Strings.padEnd
*/
public fun String.padEnd(length: Int, padChar: Char = ' '): String = (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is `null` or empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
contract {
returns(false) implies (this@isNullOrEmpty != null)
}
return this == null || this.length == 0
* @sample samples.text.Strings.stringIsNullOrEmpty
* @kotlin.internal.InlineOnly

/**
 * Returns `true` if this nullable char sequence is either 'null' or empty.
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it is not empty;
 * or the result of calling [defaultValue] function if the char sequence is either 'null' or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R = if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters;
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 10864
String {  val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else
        substring(index + 1, length)
    }

/**
 * Returns a substring after the last occurrence of [delimiter].
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 * @param startInRange the index of the first character to be replaced.
 * @param endInRange the index of the first character after the replacement to keep in the string.
 */
@OptIn(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String {
    // Implementation...
}

/**
 * Replaces the part of the string at the given range with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String {
    // Implementation...
}

/**
 * Removes the part of a string at the given range.
 * @param startIndex the index of the first character to be removed.
 * @param endIndex the index of the first character after the removed part to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as CharSequence).removeRange(startIndex, endIndex).toString()

/**
 * Removes the part of a string at the given range.
 * @param range the range of characters to be removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    (this as CharSequence).removeRange(range).toString()

/**
 * Removes the part of a string at the given range.
 * @param range the range of characters to be removed.
 */
public fun String.removeRange(range: IntRange): String {
    // Implementation...
}

/**
 * Removes the part of a string at the given range.
 * @param range the range of characters to be removed.
 */
public fun String.removeRange(range: IntRange): String {
    // Implementation...
}

/**
 * Removes the part of a string at the given range.
 * @param range the range of characters to be removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    (this as CharSequence).removeRange(range).toString()

/**
 * Removes the part of a string at the given range.
 * @param range the range of characters to be removed.
 */
public fun String.removeRange(range: IntRange): String {
    // Implementation...
}

/**
 * If this string starts with the given [prefix], returns a new char sequence with the prefix.
 * Otherwise, a new char sequence.
 */
public fun String.removePrefix(prefix: String): String {
    // Implementation...
}

/**
 * If this string starts with the given [prefix], returns a new char sequence with the prefix.
 * Otherwise, a new char sequence.
 */
public fun String.removePrefix(prefix: String): String {
    // Implementation...
}

/**
 * If this string starts with the given [prefix], returns a new char sequence with the prefix.
 * Otherwise, a new char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun String.removePrefix(range: IntRange): String =
    (this as CharSequence).removePrefix(range).toString()

/**
 * If this string starts with the given [prefix], returns a new char sequence with the prefix.
 * Otherwise, a new char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun String.removePrefix(range: IntRange): String =
    (this as CharSequence).removePrefix(range).toString()

/**
 * If this string starts with the given [prefix], returns a new char sequence with the prefix.
 * Otherwise, a new char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun String.removePrefix(range: IntRange): String =
    (this as CharSequence).removePrefix(range).toString()
ends with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise, returns a new char sequence
 with the same characters.\n */
public fun CharSequence.removeSuffix(suffix: CharSequence): 
CharSequence {
    if (endsWith(suffix)) {
        return subSequence(0, length - suffix.length)
    } else return subSequence(0, length)
}

* When this char sequence starts with the given [prefix] and ends with the given [suffix],\n * returns a new char sequence having both the given [prefix] and [suffix] removed.\n * Otherwise returns a new char sequence with the same characters.\n */
public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): 
CharSequence {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length)
    } else return subSequence(0, length)
}

/**
 * Removeboth the given [prefix] and [suffix] if and only if
 * it starts with and ends with the [delimiter].\n * Otherwise returns this string unchanged.\n */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    } else return this
}

/**
 * Replace part of string before the first occurrence of given
 * delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
 * [missingDelimiterValue] which defaults to the original string.\n */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Replace part of string after the last occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
 * [missingDelimiterValue] which defaults to the original string.\n */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}
Replace part of string before the last occurrence of given delimiter with the \[replacement\] string.

* If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.

```kotlin
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

```kotlin
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
```

// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

```kotlin
/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 *
 * The [replacement] can consist of any combination of literal text and \$\$-substitutions. To treat the replacement
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function \[transform\] that takes \[MatchResult\] and returns a string to be used as a
 * replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression \[regex\] in this char sequence with specified \[replacement\] expression.
 * @param replacement A replacement expression that can include substitutions. See \[Regex.replaceFirst\] for
details.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of \[regionMatches\] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no
 * additional type checks are performed.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset + length > this.length) || (otherOffset + length > other.length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

/**
 * Returns `true` if this char sequence ends with the given expression.
 */
public fun CharSequence.endsWith(expression: String, ignoreCase: Boolean = false): Boolean {
    return this.length > 0 && this[this.length - 1].equals(expression[0], ignoreCase)
}
```

---

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@suppress("INAPPLICABLE_OPERATOR_MODIFIER")

private class DelimitedRangesSequence(
    input: CharSequence,
    startIndex: Int,
    limit: Int,
    getNextMatch: CharSequence.(currentIndex: Int) -> Pair<Int, Int>?
) : Sequence<IntRange> {

    override fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var currentStartIndex: Int = startIndex.coerceIn(0, input.length)
        var nextSearchIndex: Int = currentStartIndex
        var nextItem: IntRange? = null
        var counter: Int = 0

        private fun calcNext() {
            if (nextSearchIndex < 0) {
                nextState = 0
                nextItem = null
            } else {
                if (limit > 0 && ++counter >= limit) {
                    nextItem = currentStartIndex until input.lastIndex
                    currentStartIndex = index + length
                } else {
                    val match = input.getNextMatch(nextSearchIndex)
                    if (match == null) {
                        nextItem = currentStartIndex until input.lastIndex
                        currentStartIndex = index + length
                    } else {
                        val (index, length) = match
                        nextItem = currentStartIndex until index
                        currentStartIndex = index + length
                    }
                    if (nextSearchIndex + length > input.length) {
                        nextState = 0
                        nextItem = null
                    } else {
                        currentStartIndex = index + length
                        nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0
                        nextState = 1
                    }
                    counter = 0
                }
            }
        }

        override fun next(): IntRange {
            if (nextState ==
calcNext() if (nextState == 0) throw NoSuchElementException() val
result = nextItem as IntRange
// Clean next to avoid keeping reference on yielded instance
nextItem = null
nextState = -1
return result
}

if (nextState == -1) calcNext() return nextState == 1

// Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].

*\n
@param delimiters One or more characters to be used as delimiters.\n
* @param startIndex The index to start searching delimiters from.\n
* No range having its start value less than [startIndex] is returned.\n
* [startIndex] is coerced to be non-negative and not greater than length of this string.\n
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n
* @private fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })\n
    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex ->\n        indexOfAny(delimiters, currentIndex, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 } })\n
    \n
    \n
* \n
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n
* @private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })\n
    val delimitersList = delimiters.asList()\n
    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })\n
    \n
    \n
* \n
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n
* @private fun CharSequence.rangesDelimitedBy(delimiters: vararg String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n
* \n
* Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n
* To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n
* the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.\n
* \n
* @public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n
CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n
    if (delimiters.size == 1) {\n        val delimiter = delimiters[0] if (!delimiter.isEmpty()) {\n            return split(delimiter, ignoreCase, limit)\n        }\n    }\n
    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n
* \n
* Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n
* @param ignoreCase 'true' to ignore character case when matching a delimiter. By default 'false'.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n
* To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n
* the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.\n
* \n
* @public fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
Sequence<String> =
    rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * One or more characters to be used as delimiters.
 * This is a specialized version of split which receives single non-empty delimeter and offers better performance.
 */
public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int): List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiter].
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, "Limit must be non-negative, but was $limit."")

    var currentOffset = 0
    var nextIndex =
    indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset += delimiter.length
    } while (nextIndex != -1 && result.size == limit - 1)

    result.add(substring(currentOffset, length))
    return result
}

/**
 * Splits this char sequence around matches of the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
    regex.split(this, limit)

/**
 * Splits this char sequence to a sequence of lines delimited by any of the following character sequences: CRLF, LF or CR.
 * The lines returned do not include terminating line separators.
 */
public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.
 * The lines returned do not include terminating line separators.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
```kotlin
/**
 * Returns a 
 * containing characters of this string or its substring.

 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from UTF-8 encoding in this array or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\uFFFD`
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace it by the replacement byte sequence.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @param @kotlin.internal.InlineOnly
 * Converts this string to upper case using Unicode mapping rules of the invariant locale.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()
```

---

**Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 10873**
thus the length of the returned string can be different from the length of the original string:

```kotlin
String.uppercase(): String = asDynamic().toUpperCase() * Returns a copy of this string converted to lower case using the rules of the default locale.
```

Thus the length of the returned string can be different from the length of the original string:

```kotlin
String.toLowerCase(): String = asDynamic().toLowerCase() * Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.
```

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 */

```kotlin
String.uppercase(): String = asDynamic().toUpperCase() * Returns a copy of this string converted to lower case using the rules of the default locale.
```

```kotlin
String.toLowerCase(): String = asDynamic().toLowerCase() * Returns a copy of this string converted to lower case using the rules of the default locale.
```

```kotlin
String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String/nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String/nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.substring(startIndex: Int): String = asDynamic().substring(startIndex) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.concat(str: String): String = asDynamic().concat(str) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.match(regex: String): Array<String>? = asDynamic().match(regex) * This function supports one-to-many and many-to-one character mapping,
```

```kotlin
String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.uppercase()
                s2 = s2.uppercase()
                if (s1 != s2) {
                    s1 = s1.lowercase()
                    s2 = s2.lowercase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}
```

```kotlin
private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }
```

```kotlin
@SinceKotlin("1.2")
public val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String> get() = STRING_CASE_INSENSITIVE_ORDER
```

```kotlin
String
```

```kotlin
UByteArray
```

```kotlin
@PublishedApi
internal constructor(storage: Storage) : Collection<UByte> {

    /**
     * Gets the array element at the given [index].
     *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    fun get(index: Int): UByte = storage[index] * This method can be called using the index operator.
```

```kotlin
this(ByteArray.size) * Returns the array element at the given [index].
```

```kotlin
storage[0] * Sets the element at the given [index] to the given [value].
```

```kotlin
throw new IndexOutOfBoundsException("Index: \$index, Size: \$array.size")
```

```kotlin
this.ByteArrayArray,interface
```

```kotlin
public
```

```kotlin
```
public operator fun set(index: Int, value: UByte) {
    storage[index] = value.toByte()
}

public override val size: Int get() = storage.size

public override operator fun iterator(): UByteIterator = Iterator(storage)

private class Iterator(private val array: ByteArray) : UByteIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUByte() = if (index < array.size) array[index++].toUByte() else throw NoSuchElementException(index.toString())
}

override fun contains(element: UByte): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if ((element as Any?) !is UByte) return false
    return storage.contains(element.toByteArray()[index])
}

override fun containsAll(elements: Collection<UByte>): Boolean {
    return storage.containsAll(elements)
}

override fun isEmpty(): Boolean = this.storage.size == 0

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each array element sequentially starting from the first one. It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index -> init(index).toByte() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray
```

---

---
private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())

    override fun contains(element: UShort): Boolean {
        @Suppress("USELESS_CAST")
        if ((element as Any?) !is UShort) return false
        return storage.contains(element.toShort())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each
 * element is calculated by calling the specified [init] function.
 *
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}
fun UByteArray.component2(): UByte {
    return get(1)
}

fun UShortArray.component2(): UShort {
    return get(1)
}

fun UIntArray.component3(): UInt {
    return get(2)
}

fun ULongArray.component3(): ULong {
    return get(2)
}

fun UByteArray.component3(): UByte {
    return get(2)
}

fun UShortArray.component3(): UShort {
    return get(2)
}

fun UIntArray.component4(): UInt {
    return get(3)
}

fun ULongArray.component4(): ULong {
    return get(3)
}

fun UByteArray.component4(): UByte {
    return get(3)
}

fun UShortArray.component4(): UShort {
    return get(3)
}

fun UIntArray.component5(): UInt {
    return get(4)
}

fun ULongArray.component5(): ULong {
    return get(4)
}

fun UByteArray.component5(): UByte {
    return get(4)
}

fun UShortArray.component5(): UShort {
    return get(4)
}
If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt? {
    return this.getOrNull(4)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong? {
    return this.getOrNull(4)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte? {
    return this.getOrNull(4)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort? {
    return this.getOrNull(4)
}
```

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UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

*`@SinceKotlin("1.3")`* UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

*`@SinceKotlin("1.3")`* UIntArray.first(): UInt {
    return storage.first().toUInt()
} * Returns first element.

*`@SinceKotlin("1.3")`* ULongArray.first(): ULong {
    return storage.first().toULong()
} * Returns first element.

*`@SinceKotlin("1.3")`* UByteArray.first(): UByte {
    return storage.first().toUByte()
} * Returns first element.

*`@SinceKotlin("1.3")`* UShortArray.first(): UShort {
    return storage.first().toUShort()
} * Returns first element.
UShortArray.first(): UShort {n return storage.first().toUShort()}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.getOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.getOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.getOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.getOrNull

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}
```

```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}
```

```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(element: UByte): Int {
    return storage.indexOfFirst { element.toByte() }
}
```

```kotlin
/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(element: UShort): Int {
    return storage.indexOfFirst { element.toShort() }
}
```

```kotlin
/**
 * Returns first index of [element], or -1 if the array does not contain element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}
```

```kotlin
/**
 * Returns first index of [element], or -1 if the array does not contain element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}
```

```kotlin
/**
 * Returns first index of [element], or -1 if the array does not contain element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}
```

```kotlin
/**
 * Returns first index of [element], or -1 if the array does not contain element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}
```
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUByte())
    }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUByte())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUByte())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUShort())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}

/**
 * Returns the last element.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * 
 * @throws NoSuchElementException if the array is empty.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element matching the given [predicate].
 * 
 * @throws NoSuchElementException if no such element is found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * 
 * @throws NoSuchElementException if no such element is found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element matching the given [predicate].
 * 
 * @throws NoSuchElementException if no such element is found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * 
 * @throws NoSuchElementException if no such element is found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.last(): UShort {
    return storage.last().toUShort()
}

/**
 * Returns the last element matching the given [predicate].
 * 
 * @throws NoSuchElementException if no such element is found.
 * 
 * @sample samples.collections.Collections.Elements.last
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
@sample samples.collections.Collections.Elements.last

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}
val element = this[index]
if (predicate(element)) return element
return null

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @param samples.collections.Collections.Elements.last
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @param samples.collections.Collections.Arrays randomness
 * @since Kotlin("1.3")
 */
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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/**
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@WasExperimental(ExperimentalStdlibApi::class)
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 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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public inline fun UIntArray.randomOrNull(): UInt? {
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 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
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/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
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/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
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/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
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 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
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@WasExperimental(ExperimentalStdlibApi::class)
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@WasExperimental(ExperimentalStdlibApi::class)
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public inline fun UByteArray.randomOrNull(): UByte? {
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 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 * @since Kotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}
public fun UIntArray.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return
        get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return
        get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return
        get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of
 * randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return
        get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or
 * has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or
 * has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or
 * has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or
 * has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as UByte
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n > 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n > 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n > 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n > 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Transformations.drop
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}
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```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}
```

---

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**Returns a list containing all elements not matching the given [predicate].**

```kotlin
return destination
    .add(element)
    .return
```

**Appends all elements matching the given [predicate] to the given [destination].**

```kotlin
for (element in this) if (predicate(element)) destination.add(element)
    return destination
```

**Appends all elements matching the given [predicate] to the given [destination].**

```kotlin
for (element in this) if (predicate(element)) destination.add(element)
    return destination
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**Appends all elements matching the given [predicate] to the given [destination].**

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    return destination
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    return destination
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**Appends all elements matching the given [predicate] to the given [destination].**

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for (element in this) if (predicate(element)) destination.add(element)
    return destination
```

**Appends all elements matching the given [predicate] to the given [destination].**

```kotlin
for (element in this) if (predicate(element)) destination.add(element)
    return destination
```

**Appends all elements matching the given [predicate] to the given [destination].**

```kotlin
for (element in this) if (predicate(element)) destination.add(element)
    return destination
```
containing elements at indices in the specified [indices] range.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange):
    UIntArray {
        return UIntArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange):
    ULongArray {
        return ULongArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange):
    UByteArray {
        return UByteArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange):
    UShortArray {
        return UShortArray(storage.sliceArray(indices))
    }
```

Returns a list containing elements at specified [indices].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>):
    List<UInt> {
        if (indices.isEmpty()) return listOf()
        return copyOfRange(indices.start, indices.endInclusive + 1).asList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>):
    List<ULong> {
        if (indices.isEmpty()) return listOf()
        return copyOfRange(indices.start, indices.endInclusive + 1).asList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>):
    List<UByte> {
        if (indices.isEmpty()) return listOf()
        return copyOfRange(indices.start, indices.endInclusive + 1).asList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>):
    List<UShort> {
        if (indices.isEmpty()) return listOf()
        return copyOfRange(indices.start, indices.endInclusive + 1).asList()
    }
```

Returns a list containing elements at specified [indices].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>):
    UIntArray {
        return UIntArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>):
    ULongArray {
        return ULongArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>):
    UByteArray {
        return UByteArray(storage.sliceArray(indices))
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>):
    UShortArray {
        return UShortArray(storage.sliceArray(indices))
    }
```

Returns an array containing elements of this array at specified [indices].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange):
    List<UInt> {
        val size = indices.collectionSizeOrDefault(10)
        if (size == 0) return emptyList()
        val list = ArrayList<UInt>(size)
        for (index in indices) {
            list.add(get(index))
        }
        return list
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange):
    List<ULong> {
        val size = indices.collectionSizeOrDefault(10)
        if (size == 0) return emptyList()
        val list = ArrayList<ULong>(size)
        for (index in indices) {
            list.add(get(index))
        }
        return list
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange):
    List<UByte> {
        val size = indices.collectionSizeOrDefault(10)
        if (size == 0) return emptyList()
        val list = ArrayList<UByte>(size)
        for (index in indices) {
            list.add(get(index))
        }
        return list
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange):
    List<UShort> {
        val size = indices.collectionSizeOrDefault(10)
        if (size == 0) return emptyList()
        val list = ArrayList<UShort>(size)
        for (index in indices) {
            list.add(get(index))
        }
        return list
    }
```
Returns an array containing elements at indices in the specified [indices] range. `\n
```kotlin
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the
 * specified [indices] range.
 * @throws IllegalArgumentException if [indices] is negative.
 * @sample samples.Collections.Transformations.slice
```
since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) {
        "Requested element count \$n is less than zero."
    } else if (n == 0) return emptyList()
    val size = size
    if (n == size) return this
    val list = ArrayList<UShort>()
    for (index in size - n until size)
        list.add(this[index])
    return list
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
fun UIntArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
fun ULongArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
fun UByteArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}

since kotlin("1.3")
@since kotlin("1.3")
@ExperimentalUnsignedTypes
fun UShortArray.reverse(): Unit {
    list.forEachIndexed { index, item -> list[index] = item }
}
ULongArray.reverse(): Unit { \n    storage.reverse() \n} // * Reverses elements in the array in-place.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.reverse(): Unit { \n    storage.reverse() \n} // * Reverses elements in the array in-place.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UShortArray.reverse(): Unit { \n    storage.reverse() \n} // * Reverses elements of the array in the specified range in-place. * \n * @param fromIndex the start of the range (inclusive) to reverse. * \n * @param toIndex the end of the range (exclusive) to reverse. * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or \n * [toIndex] is greater than the size of this array. * \n * @throws IllegalArgumentException if [fromIndex] is greater than \n * [toIndex]. \n
/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or \n * [toIndex] is greater than the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than \n * [toIndex]. \n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit { \n    storage.reverse(fromIndex, toIndex) \n} // * Reverses elements of the array in the specified range in-place. * \n * @param fromIndex the start of the range (inclusive) to reverse. * \n * @param toIndex the end of the range (exclusive) to reverse. * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or \n * [toIndex] is greater than the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than \n * [toIndex]. \n
/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or \n * [toIndex] is greater than the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than \n * [toIndex]. \n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit { \n    storage.reverse(fromIndex, toIndex) \n} // * Reverses elements of the array in the specified range in-place. * \n * @param fromIndex the start of the range (inclusive) to reverse. * \n * @param toIndex the end of the range (exclusive) to reverse. * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or \n * [toIndex] is greater than the size of this array. \n * @throws IllegalArgumentException if [fromIndex] is greater than \n * [toIndex]. \n
/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.reversed(): List<UInt> { \n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list \n} // * Returns a list with elements in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.reversed(): List<ULong> { \n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list \n} // * Returns a list with elements in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.reversed(): List<UByte> { \n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list \n} // * Returns a list with elements in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.reversed(): List<UShort> { \n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list \n} // * Returns a list with elements in reversed order. * 

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.reversedArray(): UIntArray \n    return UIntArray(storage.reversedArray()) \n} // * Returns an array with elements of this array in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun ULongArray.reversedArray(): ULongArray \n    return ULongArray(storage.reversedArray()) \n} // * Returns an array with elements of this array in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.reversedArray(): UByteArray \n    return UByteArray(storage.reversedArray()) \n} // * Returns an array with elements of this array in reversed order. * 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.reversedArray(): UShortArray \n    return UShortArray(storage.reversedArray()) \n} // * Returns an array with elements of this array in reversed order. *
Randomly shuffles elements in this array in-place.

Randomly shuffles elements in this array in-place.

Randomly shuffles elements in this array in-place.

Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness. See:

https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

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Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness. See:

https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

Randomly shuffles elements in this array in-place according to their natural sort order.

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Returns a list of all elements sorted according to their natural sort order.

Returns a list of all elements sorted according to their natural sort order.

Returns a list of all elements sorted according to their natural sort order.
sort order.

```kotlin
/*
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/*
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/*
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList():*

/*
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList():*

/*
 * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

/*
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

/*
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/*
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/*
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/*
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>
```

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List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is
 * a signed reinterpretation * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUIntArray(): UIntArray {
    return storage
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}
*structurally* equal to one another; i.e. contain the same number of the same elements in the same order. \n*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes\npublic infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean { \n    return this?.storage.contentEquals(other?.storage) \n} \n
@SinceKotlin("1.4") \n@ExperimentalUnsignedTypes \npublic infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean { \n    return this?.storage.contentEquals(other?.storage) \n} \n
/** 
 * Returns `true` if the two specified arrays are *structurally* equal to one another; i.e. contain the same number of the same elements in the same order. 
 */ 
@SinceKotlin("1.4") \n@ExperimentalUnsignedTypes \npublic infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean { \n    return this?.storage.contentEquals(other?.storage) \n} \n
/** 
 * Returns `true` if the two specified arrays are *structurally* equal to one another; i.e. contain the same number of the same elements in the same order. 
 */ 
@SinceKotlin("1.4") \n@ExperimentalUnsignedTypes \npublic infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean { \n    return this?.storage.contentEquals(other?.storage) \n} \n
/** 
 * Returns a hash code based on the contents of this array as if it is [List]. 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.contentHashCode(): Int { \n    return this.contentHashCode() \n} \n
/** 
 * Returns a hash code based on the contents of this array as if it is [List]. 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.contentHashCode(): Int { \n    return this.contentHashCode() \n} \n
/** 
 * Returns a hash code based on the contents of this array as if it is [List]. 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.contentHashCode(): Int { \n    return this.contentHashCode() \n} \n
/** 
 * Returns a hash code based on the contents of this array as if it is [List]. 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.contentHashCode(): Int { \n    return this.contentHashCode() \n} \n
/** 
 * Returns a string representation of the contents of the specified array as if it is [List]. 
 * @sample samples.collections.Arrays.ContentOperations.contentToString 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UIntArray.contentToString(): String { \n    return this.contentToString() \n} \n
/** 
 * Returns a string representation of the contents of the specified array as if it is [List]. 
 * @sample samples.collections.Arrays.ContentOperations.contentToString 
 */ 
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.""); @SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun ULongArray.contentToString(): String { \n    return this.contentToString() \n} \n
*/
array, the extra elements in the copy array are filled with zero values.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}
```

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is greater than the size of the original array, the copy array is truncated to the [newSize].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}
```

Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is greater than the size of the original array, the copy array is truncated to the [newSize].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}
```

Returns new array which is a copy of the specified range of the original array. This method trims the start of the range (inclusive) to copy. If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, or [toIndex] is a range past the end of this array, an `IndexOutOfBoundsException` exception is thrown.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.fill(element: UInt, fromIndex: Int, toIndex: Int) {
    storage.copyOfRange(fromIndex, toIndex).fill(element)
}
```

Fills this array or its subrange with the specified [element] value. If [fromIndex] is less than zero or [toIndex] is greater than the size of this array, or if [toIndex] is a range past the end of this array, an `IndexOutOfBoundsException` exception is thrown.
Int = 0, toIndex: Int = size): Unit { storage.fill(element.toInt(), fromIndex, toIndex)/n
}"*/

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}"*/

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns an array containing all elements of the original array and then all elements
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}"*/

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}"*/

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}"*/

/**
 * Returns an array containing all elements of the original array and then all elements
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}"*/

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of the given [elements] collection.

fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}
(inclusive) to sort, 0 by default.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

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ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {
    val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {
    val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are
 * produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array, where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array, where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array, where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given array, where key is the element itself and value is provided by the [valueSelector] function
 * applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}
MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * Where key is the element itself and value is provided by the [valueSelector] function applied to that key
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 * @sample samples.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
results of [transform] function being invoked on each element\n * and its index in the original array.\n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n *\n * @SinceKotlin("1.4")\n *\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution\n * ByLambdaReturnType\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (Int, UInt) ->\n *\n * Iterable<R>): C {\n *\n * val var index = 0\n * for (element in this) {\n *\n * val list = transform(index++, element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n *\n * @SinceKotlin("1.4")\n *\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution\n * ByLambdaReturnType\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (Int, UShort) ->\n *\n * Iterable<R>): C {\n *\n * val var index = 0\n * for (element in this) {\n *\n * val list = transform(index++, element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n *\n * @SinceKotlin("1.4")\n *\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution\n * ByLambdaReturnType\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (Int, UByte) ->\n *\n * Iterable<R>): C {\n *\n * val var index = 0\n * for (element in this) {\n *\n * val list = transform(index++, element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n *\n * @SinceKotlin("1.4")\n *\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution\n * ByLambdaReturnType\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (Int, ULong) ->\n *\n * Iterable<R>): C {\n *\n * val var index = 0\n * for (element in this) {\n *\n * val list = transform(index++, element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element of\n * original array, to the given [destination].\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) ->\n *\n * Iterable<R>): C {\n *\n * for (element in this) {\n *\n * val list = transform(element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element of\n * original array, to the given [destination].\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) ->\n *\n * Iterable<R>): C {\n *\n * for (element in this) {\n *\n * val list = transform(element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element of\n * original array, to the given [destination].\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) ->\n *\n * Iterable<R>): C {\n *\n * for (element in this) {\n *\n * val list = transform(element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element of\n * original array, to the given [destination].\n *\n * @SinceKotlin("1.3")\n *\n * @ExperimentalUnsignedTypes\n * @kotlin.internal.InlineOnly\n * @public inline fun <R, C :\n *\n * MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) ->\n *\n * Iterable<R>): C {\n *\n * for (element in this) {\n *\n * val list = transform(element)\n *\n * destination.addAll(list)\n *\n * return destination\n *\n *\n * * Appends all elements yielded from results of [transform] function being invoked on each element of\n * original array, to the given [destination].\n
destination
* Apps all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination]

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements
 * The returned map preserves the entry iteration order of the keys produced from the original array
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements
 * The returned map preserves the entry iteration order of the keys produced from the original array
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements
 * The returned map preserves the entry iteration order of the keys produced from the original array
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements
 * The returned map preserves the entry iteration order of the keys produced from the original array
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
the given [keySelector] function applied to the element\n and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups values
 * returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}

/**
 * Groups elements
 * of the original array by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<ULong>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UByte>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UShort>() }
        list.add(element)
    }
    return destination
}
M : MutableMap<in K, MutableList<V>>>
UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K,
valueTransform: (UInt) -> V): M { 
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K,
valueTransform: (ULong) -> V): M { 
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param 
 * @param [transform] function that takes the index of an element and
 * the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.mapIndexed(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.mapIndexed(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
mapIndexedTo(ArrayList<R>(size), transform)\n\n/**
 * Returns a list containing the results of applying the
 * given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and returns the result of the transform applied to the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the
 * given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and returns the result of the transform applied to the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the
 * given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and returns the result of the transform applied to the element.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
this)\n    destination.add(transform(item))\n    return destination\n}

/**
 * Applies the given \[transform\] function to each element of the original array\n * and appends the results to the given \[destination\].\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return destination\n}

/**
 * Applies the given \[transform\] function to each element of the original array\n * and appends the results to the given \[destination\].\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return destination\n}

/**
 * Returns a lazy \[Iterable\] that wraps each element of the original array\n * into an \[IndexedValue\] containing the index of that element and the element itself.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {\n    return IndexingIterable { iterator() }\n}

/**
 * Returns a lazy \[Iterable\]
 * that wraps each element of the original array\n * into an \[IndexedValue\] containing the index of that element and the
 * element itself.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {\n    return IndexingIterable { iterator() }\n}

/**
 * Returns `true` if all
 * elements match the given \[predicate\].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.any(): Boolean {\n    return storage.any()\n}

/**
 * Returns `true` if array has at least one
 * element.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.any(): Boolean {\n    return storage.any()\n}

/**
 * Returns `true` if array has at least one
 * element.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.any(): Boolean {\n    return storage.any()\n}

/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.add(transform(item))\n    destination.add(transform(item))\n    return destination\n*/

/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return destination\n}*/
UShortArray.any(): Boolean {\n    return storage.any() \n} \n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    return false
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    return false
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    return false
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    return false
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    return false
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun <R>
    UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun <R>
    ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun <R>
    UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
public inline fun <R>
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
*Returns the specified [initial] value if the array is empty.*

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from right to left

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
to left
* to each element and current accumulator value.

* * @param [operation] function that takes an element and current accumulator value, and calculates the
next accumulator value.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each
* element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}
ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
ReplaceWith("this.maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("this.maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)
}

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Since Kotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return maxByOrNull(selector)\n}

ReplaceWith("this.maxByOrNull(selector))")\n@DeprecatedSinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return maxByOrNull(selector)\n}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws No SUCH ElementException if the array is empty.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {\n    if (isEmpty()) throw No SUCH ElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        return maxValue?\n    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws No SUCH ElementException if the array is empty.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double {\n    if (isEmpty()) throw No SUCH ElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        return maxValue?\n    }
    return maxValue
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * 
 * @throws No SUCH ElementException if the array is empty.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By LambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {\n    if (isEmpty()) throw No SUCH ElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        return maxValue?\n    }
    return maxValue
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }
    }
    return maxElem
}
maxOf(maxValue, v)\n  return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @param defaultValue is the default value to return if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\npublic inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double \n{\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @param defaultValue is the default value to return if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\npublic inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float \n{\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n}\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * @param defaultValue is the default value to return if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\npublic inline fun UShortArray.maxOf(selector: (UShort) -> Float): Float \n{\n  if (isEmpty()) throw NoSuchElementException()\n  var maxValue = selector(this[0])\n  for (i in 1..lastIndex) {\n    val v = selector(this[i])\n    maxValue = maxOf(maxValue, v)\n  }\n  return maxValue\n}
Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R
* @Throws NoSuchElementException

Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R
* @Throws NoSuchElementException

Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R
* @Throws NoSuchElementException

Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double
* @Returns the largest value among all values produced by [selector] function applied to each element in the array.
* @Throws NoSuchElementException if the array is empty.

Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double
* @Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
* @Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
* @Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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* @Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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* @Returns the largest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
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    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
function applied to each element in the array or ‘null’ if there are no elements.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    \n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {
        \n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    \n    return maxValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
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UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    \n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {
        \n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    \n    return maxValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    \n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {
        \n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    \n    return maxValue
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UIntArray.maxOrNull(): UInt? {
    \n    var max = this[0]
    \n    for (i in 1..lastIndex) {
        \n        val e = this[i] if (max < e) max = e
    }
    \n    return max
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
ULongArray.maxOrNull(): ULong? {
    \n    var max = this[0]
    \n    for (i in 1..lastIndex) {
        \n        val e = this[i] if (max < e) max = e
    }
    \n    return max
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UByteArray.maxOrNull(): UByte? {
    \n    var max = this[0]
    \n    for (i in 1..lastIndex) {
        \n        val e = this[i] if (max < e) max = e
    }
    \n    return max
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UShortArray.maxOrNull(): UShort? {
    \n    var max = this[0]
    \n    for (i in 1..lastIndex) {
        \n        val e = this[i] if (max < e) max = e
    }
    \n    return max
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    \n    return maxWithOrNull(comparator)
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    \n    return maxWithOrNull(comparator)
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    \n    return maxWithOrNull(comparator)
}

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <R>
UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {
    \n    return maxWithOrNull(comparator)
}
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\nfun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\nfun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("this.minOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfun UIntArray.min(): UInt? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("this.minOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfun ULongArray.min(): ULong? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("this.minOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfun UByteArray.min(): UByte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("this.minOrNull()"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfun UShortArray.min(): UShort? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("this.minByOrNull(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.4")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\ninline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue =
selector(minElem) for (i in 1..lastIndex) { val e = this[i] val v = selector(e) if (minValue > v) { minElem = e min Value = v } return minElem } return null

*/

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) { val e = this[i] val v = selector(e) if (minValue > v) { minElem = e min Value = v } return minElem } return null
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) { val e = this[i] val v = selector(e) if (minValue > v) { minElem = e min Value = v } return minElem } return null
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) { val e = this[i] val v = selector(e) if (minValue > v) { minElem = e min Value = v } return minElem } return null
}

/**
 * Returns the smallest value among all values produced by 
 * [selector] function * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v) }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * [selector] function * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v) }
    return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * [selector] function * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) { val v = selector(this[i]) minValue = minOf(minValue, v) }
    return minValue
}
ByLambdaReturnType

UShortArray.minOf(selector: (UShort) -> Double): Double

val minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.minOf(selector: (UInt) -> Float): Float

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.minOf(selector: (ULong) -> Float): Float

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.minOf(selector: (UByte) -> Float): Float

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.minOf(selector: (UShort) -> Float): Float

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

Comparer<R> UIntArray.minOf(selector: (UInt) -> R): R

if (isNullOrEmpty) throw NoSuchElementException()

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.

illatorReturnType

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

Comparer<R> ULongArray.minOf(selector: (ULong) -> R): R

if (isNullOrEmpty) throw NoSuchElementException()

var minValue = selector(this[0])

for (i in 1...lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
}

return minValue

* Returns the smallest value among all values produced by [selector]

function

* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`

* @throws NoSuchElementException if the array is empty.
fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function * applied to each element in the array.

fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.

fun <R : Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.

fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.

fun <R : Comparable<R>> UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
applied to each element in the array or `null` if there are no elements.

*\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@kotlin.experimental.InlineOnly
@kotlin.experimental.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
* Returns the smallest value according to the
* provided [comparator] among all values produced by [selector] function applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.minOfWith(comparator: Comparator\tin R>, selector: (UInt) -> R): R {
    if (isNullOrEmpty()) throw
NoSuchElementException()
    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = \n        } \n    } \n    return
}

/**
 * Returns the smallest value according to the provided \[comparator\n* among all values produced by \[selector\] function applied to each
element in the array.\n* \@throws NoSuchElementException if the array is empty.\n*/

ByLambdaReturnType\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.minOfWith(comparator: Comparator\tin R>, selector: (ULong) -> R): R {
    if (isNullOrEmpty()) throw
NoSuchElementException()
    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = \n        } \n    } \n    return
}

/**
 * Returns the smallest value according to the provided \[comparator]\n* among all values produced by \[selector\] function applied to each
element in the array.\n* \@throws NoSuchElementException if the array is empty.\n*/

ByLambdaReturnType\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.minOfWith(comparator: Comparator\tin R>, selector: (UByte) -> R): R {
    if (isNullOrEmpty()) throw
NoSuchElementException()
    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = \n        } \n    } \n    return
}

/**
 * Returns the smallest value according to the provided \[comparator]\n* among all values produced by \[selector\] function applied to each
element in the array or \`null\` if there are no elements.\n*/

ByLambdaReturnType\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.minOfWithOrNull(comparator: Comparator\tin R>, selector: (UInt) -> R): R? {
    if (isNullOrEmpty()) return
null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = \n        } \n    } \n    return minValue
}

/**
 * Returns the smallest value according to the provided \[comparator]\n* among all values produced by \[selector\] function applied to each
element in the array or \`null\` if there are no elements.\n*/

ByLambdaReturnType\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.minOfWithOrNull(comparator: Comparator\tin R>, selector: (ULong) -> R): R? {
    if (isNullOrEmpty()) return
null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {
            minValue = \n        } \n    } \n    return minValue
}

/**
 * Returns the smallest value according to the provided \[comparator]\n* among all values produced by \[selector\] function applied to each
element in the array or \`null\` if there are no elements.\n*/

ByLambdaReturnType\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.minOfWithOrNull(comparator: Comparator\tin R>, selector: (UByte) -> R): R? {
    if (isNullOrEmpty()) return
null\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if
(comparator.compare(minValue, v) > 0) { ln minValue = v ln } ln return minValue\n}*/\n
Returns the smallest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array or ’null’ if there are no elements.\n
*\n@SinceKotlin(\"1.4\")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByReturnType@ExperimentalUnsignedTypes@IntrinsicOn<
UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R)? { ln if (isEmpty())
return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) { ln val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) { ln minValue = v\n } ln return minValue\n}/*\n
Returns the smallest element or ’null’ if there are no elements.\n
*\n@SinceKotlin(\"1.4\")@IntrinsicOn<
UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R)? { ln if (isEmpty())
return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) { ln val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) { ln minValue = v\n } ln return minValue\n}/*\n
Returns the smallest element or ’null’ if there are no elements.\n
*\n@SinceKotlin(\"1.4\")@IntrinsicOn<
UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R)? { ln if (isEmpty())
return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) { ln val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) { ln minValue = v\n } ln return minValue\n}/*\n
Returns the smallest element or ’null’ if there are no elements.\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minOrNonNull(): UInt? { ln if (isEmpty())
return null\n var ths = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (ths > e) ths = e\n } ln return ths\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minOrNull(): ULong? { ln if (isEmpty())
return null\n var ths = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (ths > e) ths = e\n } ln return ths\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minOrNull(): UByte? { ln if (isEmpty())
return null\n var ths = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (ths > e) ths = e\n } ln return ths\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minOrNull(): UShort? { ln if (isEmpty())
return null\n var ths = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (ths > e) ths = e\n } ln return ths\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minOrNull(): UByte? { ln if (isEmpty())
return null\n var ths = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (ths > e) ths = e\n } ln return ths\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWithOrNull(comparator: Comparator<in R>): UByte? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (min > e) min = e\n } ln return min\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (min > e) min = e\n } ln return min\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@DeprecatedSinceKotlin(\"Use minWithOrNull instead.\", ReplaceWith("this.minWithOrNull((comparator)\")\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort { ln return minWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@DeprecatedSinceKotlin(\"Use minWithOrNull instead.\", ReplaceWith("this.minWithWithOrNull((comparator)\")\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minWithWith(comparator: Comparator<in UInt>): UInt { ln return minWithWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minWithWith(comparator: Comparator<in ULong>): ULong { ln return minWithWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minWithWith(comparator: Comparator<in UByte>): UByte { ln return minWithWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWithWith(comparator: Comparator<in UShort>): UShort { ln return minWithWithOrNull(comparator)\n}*/\n
*\n@SinceKotlin(\"1.4\")@DeprecatedSinceKotlin(\"Use minWithWithOrNull instead.\", ReplaceWith("this.minWithWithOrNull((comparator)\")\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UIntArray.minWithWithOrNull(comparator: Comparator<in UInt>): UInt? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } ln return min\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun ULongArray.minWithWithOrNull(comparator: Comparator<in ULong>): ULong? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } ln return min\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UByteArray.minWithWithOrNull(comparator: Comparator<in UByte>): UByte? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } ln return min\n}*/\n
*\n@SinceKotlin(\"1.4\")@ExperimentalUnsignedTypes@public fun UShortArray.minWithWithOrNull(comparator: Comparator<in UShort>): UShort? { ln if (isEmpty())
return null\n var min = this[0]\n for (i in 1..lastIndex) { ln val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n } ln return min\n}*/
```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (comparator.compare(e, min) < 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 * 
 * @sample samples.collections.Collections.Aggregates.onEachIndexed
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}
```

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with the element, and returns the array itself afterwards.

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.4")
public inline fun ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed(action) } // 
    }
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.4")
public inline fun UByteArray.onEachIndexed(action: (Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) } // 
    }
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.4")
public inline fun UShortArray.onEachIndexed(action: (Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action) } // 
    }
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.3")
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.3")
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.3")
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
@ExperimentalUnsignedTypes
@sinceKotlin("1.3")
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]

for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
}

return accumulator

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceIndexedNotNull] instead. It returns `null` when its receiver is empty.
 * [param] [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@kotlin.internal.InlineOnly*\@public inline fun

(UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
    }\n
(UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNonNull(operation: (acc: UByte, UByte) -> UByte?){
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex)
    
    accumulator = operation(accumulator, this[index])
    } return accumulator

    *\n    * Returns `null` if the array is empty.
    *\n    * @param [operation] function that takes current accumulator value and an element,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceOrNonNull

    *\n    * @SinceKotlin("1.4")\n    *\n    * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
    *
    *\n    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceOrNull

    *\n    * @Applications(ExperimentalStdlibApi::class)\n    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * @Applications(ExperimentalUnsignedTypes)\n    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

    *\n    * @Applications(ExperimentalUnsignedTypes)\n    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
    * and calculates the next accumulator value.
    *\n    * @sample samples.collections.Collections.Aggregates.reduceRight

    *\n    * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
    *
    * @param [operation] function that takes an element and current accumulator value,
(index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = get(index--)
while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}

return accumulator

*\n
* Accumulates value starting with the last element and applying [operation] from right to
left
* to each element with its index in the original array and current accumulator value.

* Throw an exception if this array is empty. If the array can be empty in an expected way,\n
* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRight

*\n
*\n
* Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

* Throw an exception if this array is empty. If the array can be empty in an expected way,\n
* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRight

*\n
*\n
* Returns `null` if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.
accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element with its index in the original array and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes an element and current accumulator value,\n* and calculates the next element and current accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes an element and current accumulator value,\n* and calculates the next element and current accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightOrNull(operation: (UInt, acc: UByte) -> UByte): UByte? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes an element and current accumulator value,\n* and calculates the next element and current accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightOrNull(operation: (UInt, acc: UShort) -> UShort): UShort? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, accumulator)\n    }\n    return accumulator\n}

Accumulates value starting with the last element and applying [operation] from right to left\n* to each element and current accumulator value.\n* \n* Returns `null` if the array is empty.\n* \n* @param [operation] function that takes an element and current accumulator value,\n* and calculates the next element and current accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightOrNull(operation: (ULong, acc: UShort) -> ULong): ULong? {\n    \n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator, accumulator)\n    }\n    return accumulator\n}
accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left: * to each element and current accumulator value. * Returns `null` if the array is empty. * * @param
 * [operation] function that takes an element and current accumulator value, * and calculates the next accumulator
 * value. * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
 * @WasExperimental(ExperimentalStdlibApi::class)
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) ->
 * UByte): UByte? {
 * var index = lastIndex
 * if (index < 0) return null
 * var accumulator = get(index--)
 * while (index >= 0) {
 * accumulator = operation(get(index--), accumulator)
 * }
 * return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left: * to each element and current accumulator value. * Returns `null` if the array is empty. * * @param
 * [operation] function that takes an element and current accumulator value, * and calculates the next accumulator
 * value. * * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

 * @SinceKotlin("1.4")
 * @WasExperimental(ExperimentalStdlibApi::class)
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) ->
 * UShort): UShort? {
 * var index = lastIndex
 * if (index < 0) return null
 * var accumulator = get(index--)
 * while (index >= 0) {
 * accumulator = operation(get(index--), accumulator)
 * }
 * return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right: * to each element and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list. * * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

 * @SinceKotlin("1.4")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
 * if (isEmpty()) return
 * val result = ArrayList<R>(size + 1).apply { add(initial) }
 * var accumulator = initial
 * for (element in this) {
 * accumulator = operation(accumulator, element)
 * result.add(accumulator)
 * }
 * return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right: * to each element and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list. * * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

 * @SinceKotlin("1.4")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {
 * if (isEmpty()) return
 * val result = ArrayList<R>(size + 1).apply { add(initial) }
 * var accumulator = initial
 * for (element in this) {
 * accumulator = operation(accumulator, element)
 * result.add(accumulator)
 * }
 * return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right: * to each element and current accumulator value that starts with [initial] value. * * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the
 * previous value in resulting list. * * @param [operation] function that takes current accumulator value and an
 * element, and calculates the next accumulator value. * * @sample samples.collections.Collections.Aggregates.runningFold

 * @SinceKotlin("1.4")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
 * if (isEmpty()) return
 * val result = ArrayList<R>(size + 1).apply { add(initial) }
 * var accumulator = initial
 * for (element in this) {
 * accumulator = operation(accumulator, element)
 * result.add(accumulator)
 * }
 * return result
}
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * @sample

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}
```

---

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*Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * @sample
result.add(accumulator)\n    }\n    return result\n\n    /**
     * Returns a list containing successive accumulation values generated by applying
     * [operation] from left to right \n     * to each element and current accumulator value that starts with the first element of this array.\n     * Note that `acc` value passed to [operation] function should not be mutated; \n     * otherwise it would affect the previous value in resulting list.\n     * \n     * @param [operation] function that takes each element and current accumulator value that
     * starts with the first element of \n     * this array.\n     * \n     * @return List containing successive accumulation values generated by applying
     * [operation] function that takes current accumulator value
     * and an element, and calculates the next accumulator value.\n     * \n     */
    @SinceKotlin("1.4")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun
    UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
        if (isEmpty()) return emptyList()\n        var accumulator = this[0]\n        val result = ArrayList<UInt>(size).apply { add(accumulator) }\n        for (index in 1 until size) {\n            accumulator = operation(accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }

    /**
     * Returns a list containing successive accumulation values generated by applying
     * \n     * [operation] from left to right \n     * to each element and current accumulator value that starts with the first element of this array.\n     * Note that `acc` value passed to [operation] function should not be mutated;\n     * otherwise it would affect the previous value in resulting list.\n     * \n     * @param [operation] function that takes each element and current accumulator value that
     * starts with the first element of \n     * this array.\n     * \n     * @return List containing successive accumulation values generated by applying
     * [operation] function that takes current accumulator value
     * and an element, and calculates the next accumulator value.\n     * \n     */
    @SinceKotlin("1.4")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun
    ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
        if (isEmpty()) return emptyList()\n        var accumulator = this[0]\n        val result = ArrayList<ULong>(size).apply { add(accumulator) }\n        for (index in 1 until size) {\n            accumulator = operation(accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }

    /**
     * Returns a list containing successive accumulation values generated by applying
     * \n     * [operation] from left to right \n     * to each element and current accumulator value that starts with the first element of this array.\n     * Note that `acc` value passed to [operation] function should not be mutated;\n     * otherwise it would affect the previous value in resulting list.\n     * \n     * @param [operation] function that takes each element and current accumulator value that
     * starts with the first element of \n     * this array.\n     * \n     * @return List containing successive accumulation values generated by applying
     * [operation] function that takes current accumulator value
     * and an element, and calculates the next accumulator value.\n     * \n     */
    @SinceKotlin("1.4")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun
    UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
        if (isEmpty()) return emptyList()\n        var accumulator = this[0]\n        val result = ArrayList<UByte>(size).apply { add(accumulator) }\n        for (index in 1 until size) {\n            accumulator = operation(accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }

    /**
     * Returns a list containing successive accumulation values generated by applying
     * \n     * [operation] from left to right \n     * to each element, its index and current accumulator value that starts with the first element of this array.\n     * Note that `acc` value passed to [operation] function should not be mutated;\n     * otherwise it would affect the previous value in resulting list.\n     * \n     * @param [operation] function that takes each element, its index and current accumulator value that
     * starts with the first element of \n     * this array.\n     * \n     * @return List containing successive accumulation values generated by applying
     * [operation] function that takes current accumulator value
     * and an element, and calculates the next accumulator value.\n     * \n     */
    @SinceKotlin("1.4")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun
        if (isEmpty()) return emptyList()\n        var accumulator = this[0]\n        val result = ArrayList<UShort>(size).apply { add(accumulator) }\n        for (index in 1 until size) {\n            accumulator = operation(accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }

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return emptyList()

var accumulator = this[0]

val result = ArrayList<UInt>(size).apply { add(accumulator) }

for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
}

return result

/**
 * Returns a list containing successive accumulation values generated by applying 
 * \[operation\] from left to right \(n\) \* to each element, its index in 
 * the original array and current accumulator value that starts with the first 
 * element of this array. \(n\) \* \n * \n * @param \[operation\] function that takes the index of an element, 
 * current accumulator value \(n\) \* and the element itself, 
 * and calculates the next accumulator value. \(n\) \* \n * \n * @sample
 * samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduceIndexed(operation: (Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * \[operation\] from left to right \(n\) \* to each element, its index in 
 * the original array and current accumulator value that starts with the first 
 * element of this array. \(n\) \* \n * \n * @param \[operation\] function that takes the index of an element, 
 * current accumulator value \(n\) \* and the element itself, 
 * and calculates the next accumulator value. \(n\) \* \n * \n * @sample
 * samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduceIndexed(operation: (Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying 
 * \[operation\] from left to right \(n\) \* to each element, its index in 
 * the original array and current accumulator value that starts with the first 
 * element of this array. \(n\) \* \n * \n * @param \[operation\] function that takes the index of an element, 
 * current accumulator value \(n\) \* and the element itself, 
 * and calculates the next accumulator value. \(n\) \* \n * \n * @sample
 * samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}
samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {  
    return runningFold(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {  
    return runningFold(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
    return runningFold(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {  
    return runningFoldIndexed(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {  
    return runningFoldIndexed(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {  
    return runningFoldIndexed(initial, operation)  
}  

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan
to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. 

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. 

* @sample

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): List<UByte> {
    var sum: List<UByte> = emptyList()<UByte>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): List<UShort> {
    var sum: List<UShort> = emptyList()<UShort>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {\n    var sum: UInt = 0u\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumByDouble(selector: (ULong) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumOf(selector: (UInt) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumOf(selector: (UShort) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumOf(selector: (UByte) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n *\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumOf(selector: (UShort) -> Double): Double {\n    var sum: Double = 0.toDouble()\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}
/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Int)\n    Int {\n        var sum: Int = 0.toInt()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Int)\n    Int {\n        var sum: Int = 0.toInt()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Int)\n    Int {\n        var sum: Int = 0.toInt()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Int)\n    Int {\n        var sum: Int = 0.toInt()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Long)\n    Long {\n        var sum: Long = 0.toLong()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Long)\n    Long {\n        var sum: Long = 0.toLong()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Long)\n    Long {\n        var sum: Long = 0.toLong()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Long)\n    Long {\n        var sum: Long = 0.toLong()\n        for (element in this) {\n            sum += selector(element)\n        }\n        return sum\n    }\n* Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the
 * array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the
 * array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the
 * array.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 } 
} // * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. * The returned list has length of the shortest collection. 

/* An inline inline function that transforms values. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> { 
    val size = minOf(size, other.size) 
    val list = ArrayList<V>(size) 
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i])) 
    } 
    return list 
} // * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. 

/* An inline inline function that transforms values. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> { 
    val size = minOf(size, other.size) 
    val list = ArrayList<V>(size) 
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i])) 
    } 
    return list 
} // * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. 

/* An inline inline function that transforms values. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> { 
    val size = minOf(size, other.size) 
    val list = ArrayList<V>(size) 
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i])) 
    } 
    return list 
} // * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. 

/* An inline inline function that transforms values. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    val size = minOf(size, other.size) 
    val list = ArrayList<V>(size) 
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i])) 
    } 
    return list 
} // * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. 

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the shortest collection.

```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.
}
```

```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' collection and [other] array with the same index.
}
```

```kotlin
/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 *
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
}
```

```kotlin
/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 *
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 *
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
}
```

```kotlin
/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 *
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
}
```

```kotlin
/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 *
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    return zip(other) { t1, t2 -> t1 to t2 } // Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
}
```
from the elements of `this` array and the [other] array with the same index.

* The returned list has length of the shortest collection.
* The returned list has length of the shortest collection.

```kotlin
public inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUInt")
public fun Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfULong")
public fun Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUByte")
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUShort")
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUByte")
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUShort")
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
public inline fun UIntArray.sum(): UInt {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the
 * array.
 */
public inline fun ULongArray.sum(): ULong {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the
 * array.
 */
public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the
 * array.
 */
public inline fun UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the
 * collection.
 */
public fun Collection<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the
 * collection.
 */
public fun Collection<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the
 * collection.
 */
public fun Collection<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the
 * collection.
 */
public fun Collection<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the greater of two values.
 */
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}
return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, b: UShort): UShort {\n return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, vararg other: ULong): ULong {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, vararg other: UByte): UByte {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun maxOf(a: UShort, vararg other: UShort): UShort {\n    var max = a\n    for (e in other) max = maxOf(max, e)\n    return max
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {\n return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {\n return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {\n return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {\n return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, vararg other: UInt): UInt {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, vararg other: ULong): ULong {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, vararg other: UByte): UByte {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min
}

/**
 * Returns the smaller of the given values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, vararg other: UShort): UShort {\n    var min = a\n    for (e in other) min = minOf(min, e)\n    return min
}
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UInt): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: ULong): Boolean {
    return contains(value.toULong())
}
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0L && contains(value.toUInt())
}  

/**
 * Checks if the specified [value] belongs to this range.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntProgression.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongProgression.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UShortProgression.until(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByteProgression.until(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UShortProgression vérification des types sans valeur (ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0L && contains(value.toUInt())
}  

/**
 * Checks if the specified [value] belongs to this range.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0L && contains(value.toUInt())
}  

/**
 * Checks if the specified [value] belongs to this range.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntProgression.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongProgression.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u)
}
range is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.until(to: UShort): UIntRange {
    if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() until(to.toUInt())
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return if (this < minimumValue) minimumValue else if (this > maximumValue) maximumValue else this
}
```

---

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minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
 * or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceInRange(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
 * or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceInRange(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
 * or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceInRange(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw
    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
    minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
 * or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceInRange(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue].[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue],
 * or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceInRange(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Sequence<UInt>.sum(): UInt { 
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
} /* * The operation is _terminal_*

Sequence<ULong>.sum(): ULong { 
    var sum: ULong = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.

package kotlin

public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)
    constructor(cause: Throwable?)
}

public expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open class NumberFormatException : IllegalArgumentException {
    constructor()
    constructor(message: String?)
}

public expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open class AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`,
but returned something instead.
 */
@PublishedApi
@internal class
KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(cause: Throwable?) : super(cause)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

/**
 * Returns the detailed description of this throwable with its stack trace.
 * The detailed description includes:
 * - the short description (see Throwable.toString)
 * - the complete stack trace
 * - detailed descriptions of the exceptions that were suppressed
 * - the detailed description of each throwable in the Throwable.caused by chain.
*/
@SinceKotlin("1.4")
public expect fun Throwable.stackTraceToHexString(): String

/**
 * Prints the [detailed description] of this throwable to the standard output or standard error output.
*/
*YNAMIC@SinceKotlin("1.4")@Suppress("EXTENSION_SHADOWED_BY_MEMBER")

/**
 * The basic information about this exception: Throwable.
 * @return a list of all exceptions that were suppressed in order to deliver this exception.
 * The list can be empty if no exceptions were suppressed.
 * - if the platform doesn't support suppressed exceptions
 * - if this Throwable instance has disabled the suppression.
*/
*YNAMIC@SinceKotlin("1.4")@Suppress("DEPRECATION")

/**
 * Exports top-level declaration on JS platform.
 * Compiled module exposes declarations that are marked with this annotation without name mangling.
 * This annotation can be applied to either files or top-level declarations.
 * It is currently prohibited to export the following kinds of declarations:
 * - `expect` declarations
 * - inline functions with reified type parameters
 * - functions with parameters without `@JsName`
 * - secondary constructors without `@JsName`
 * - extension properties
 * - enum classes
 * - annotation classes
 * - signatures of exported declarations must contain `exportable` types
 * - `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`
 * - `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`
 * - `Array<exportable-type>`
 * - Function types with exportable parameters and return types
 * - `external` or `@JsExport` classes and interfaces
 * - Nullable counterparts of types above
 * - Unit return type
 * - Must not be nullable
 * - This annotation is experimental, meaning that restrictions mentioned above are subject to change.
*/
@SinceKotlin("1.4")
@OptionalExpectation
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public annotation class JsExport()
can\n * be iterated over and that supports removing elements during iteration.\n * @param T the type of element
being iterated over. The mutable iterator is invariant in its element type.\n */\npublic interface MutableIterable<out
T> : Iterable<T> {\n /**\n * Returns an iterator over the elements of this sequence that supports removing
elements during iteration.\n */\n override fun iterator(): MutableIterator<T>\n}\n\n/**\n * A generic collection
of elements. Methods in this interface support only read-only access to the collection;\n * read/write access is
supported through the [MutableCollection] interface.\n * @param E the type of elements contained in the collection.
The collection is covariant in its element type.\n */\npublic interface Collection<out E> : Iterable<E> {\n // Query
Operations\n /**\n * Returns the size of the collection.\n */\n public val size: Int\n\n /**\n * Returns
`true` if the collection is empty (contains no elements), `false` otherwise.\n */\n public fun isEmpty():
Boolean\n\n /**\n * Checks if the specified element is contained in this collection.\n */\n public operator
fun contains(element: @UnsafeVariance E): Boolean\n\n override fun iterator(): Iterator<E>\n\n // Bulk
Operations\n /**\n * Checks if all elements in the specified collection are contained in this collection.\n */\n
public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic collection of
elements that supports adding and removing elements.\n *\n * @param E the type of elements contained in the
collection. The mutable collection is invariant in its element type.\n */\npublic interface MutableCollection<E> :
Collection<E>, MutableIterable<E> {\n // Query Operations\n override fun iterator(): MutableIterator<E>\n\n
// Modification Operations\n /**\n * Adds the specified element to the collection.\n *\n * @return `true` if
the element has been added, `false` if the collection does not support duplicates\n * and the element is already
contained in the collection.\n */\n public fun add(element: E): Boolean\n\n /**\n * Removes a single
instance of the specified element from this\n * collection, if it is present.\n *\n * @return `true` if the element
has been successfully removed; `false` if it was not present in the collection.\n */\n public fun remove(element:
E): Boolean\n\n // Bulk Modification Operations\n /**\n * Adds all of the elements of the specified collection
to this collection.\n *\n * @return `true` if any of the specified elements was added to the collection, `false` if
the collection was not modified.\n */\n public fun addAll(elements: Collection<E>): Boolean\n\n /**\n *
Removes all of this collection's elements that are also contained in the specified collection.\n *\n * @return
`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n
*/\n public fun removeAll(elements: Collection<E>): Boolean\n\n /**\n * Retains only the elements in this
collection that are contained in the specified collection.\n *\n * @return `true` if any element was removed
from the collection, `false` if the collection was not modified.\n */\n public fun retainAll(elements:
Collection<E>): Boolean\n\n /**\n * Removes all elements from this collection.\n */\n public fun clear():
Unit\n}\n\n/**\n * A generic ordered collection of elements. Methods in this interface support only read-only access
to the list;\n * read/write access is supported through the [MutableList] interface.\n * @param E the type of elements
contained in the list. The list is covariant in its element type.\n */\npublic interface List<out E> : Collection<E> {\n
// Query Operations\n\n override val size: Int\n override fun isEmpty(): Boolean\n override fun
contains(element: @UnsafeVariance E): Boolean\n override fun iterator(): Iterator<E>\n\n // Bulk Operations\n
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n\n // Positional Access
Operations\n /**\n * Returns the element at the specified index in the list.\n */\n public operator fun
get(index: Int): E\n\n // Search Operations\n /**\n * Returns the index of the first occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
indexOf(element: @UnsafeVariance E): Int\n\n /**\n * Returns the index of the last occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
lastIndexOf(element: @UnsafeVariance E): Int\n\n // List Iterators\n /**\n * Returns a list iterator over the
elements in this list (in proper sequence).\n */\n public fun listIterator(): ListIterator<E>\n\n /**\n * Returns
a list iterator over the elements in this list (in proper sequence), starting at the specified [index].\n */\n public
fun listIterator(index: Int): ListIterator<E>\n\n // View\n /**\n * Returns a view of the portion of this list
between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).\n * The returned list is backed by this
list, so non-structural changes in the returned list are reflected in this list, and vice-versa.\n *\n * Structural
changes in the base list make the behavior of the view undefined.\n */\n public fun subList(fromIndex: Int,

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kotlin.IllegalArgumentException("Step must be non-zero.")
if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")

*/
* The first element in the progression.
*/
public val first: Int = start
*/
* The step of the progression.
*/
public val step: Int = step
*/
* The last element in the progression.
*/
public val last: Int = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toInt()
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/*

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* Represents a range of values (for example, numbers or characters). See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.*

* ClosedRange<T: Comparable<T>>

* The maximum value in the range.

* The public val start: T

* The public val endInclusive: T

* Checks whether the specified [value] belongs to the range.

* The public operator fun contains(value: T): Boolean = value !> start && value <= endInclusive

* Checks whether the range is empty.

* The public fun isEmpty(): Boolean = start > endInclusive

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/**
 * Specifies that the corresponding built-in method exists depending on platform.
 * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.
 * For example MutableMap.remove(K, V) available only if corresponding method `java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z` is defined in JDK (i.e. for major versions >= 8).
 * *\n * @Retention(AnnotationRetention.BINARY)
 * @Target(AnnotationTarget.FUNCTION)
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FUNCTION)
internal annotation class PlatformDependent

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition: * - either `step > 0` and `start <= end`, * - or `step < 0` and `start >= end`. *
 * @param start first element of the progression *
 * @param end ending bound for the progression *
 * @param step increment, or difference of successive elements in the progression *
 * @return the final element of the progression *
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step]. No validation on passed parameters is performed. The given parameters should satisfy the condition: * - either `step > 0` and `start <= end`, * - or `step < 0` and `start >= end`. *
 * @param start first element of the progression *
 * @param end ending bound for the progression *
 * @param step increment, or difference of successive elements in the progression *
 * @return the final element of the progression *
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator:
    $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator()
    {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++]
else throw NoSuchElementException("$index")
    }

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* * **
Returns the encapsulated Throwable exception if this instance represents [failure][isFailure] or `null` * if it is [failure][isFailure]. This function is a shorthand for `getOrElse { null }` (see [getOrElse]) or `null` * `fold(onSuccess = { it }, onFailure = { null })` (see [fold]).

`@InlineOnly` public inline fun getOrThrow(): T? =\n when {\n    isFailure -> `null` else -> value as T`\n\n    `null` * Returns the encapsulated Throwable exception if this instance represents [failure][isFailure] or `null` * if it is [failure][isFailure].
\n    `null` * This function is a shorthand for `getOrElse { null }`.
\n    see [getOrElse]) \n\n    public fun exceptionOrNull(): Throwable? =\n when (value) {\n    `null` else -> `null` \n\n    `null` * Returns an instance that encapsulates the given [value] as successful.
\n    @Suppress("INAPPLICABLE_JVM_NAME") `null` * `null` * Returns an instance that encapsulates the given [value] as successful.
\n    `null` * Returns a string `Success(v)` if this instance represents
\n    `null` * where `v` is a string representation of the value or a string `Failure(x)` if `null` * it is [failure][isFailure] where `x` is a string representation of the exception.
\n    `null` * public override fun toString(): String =\n    `null` * is 
\n    `null` * Returns a string `Success(v)` if this instance represents
\n    `null` * where `v` is a string representation of the value or a string `Failure(x)` if `null` * it is [failure][isFailure] where `x` is a string representation of the exception.
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\n    `null` * Returns a string `Success(v)` if this instance represents
\n    `null` * where `v` is a string representation of the value or a string `Failure(x)` if `null` * it is [failure][isFailure] where `x` is a string representation of the exception.
\n    `null` * public override fun toString(): String =\n    `null` * is 
\n    `null` * Returns a string `Success(v)` if this instance represents
\n    `null` * where `v` is a string representation of the value or a string `Failure(x)` if `null` * it is [failure][isFailure] where `x` is a string representation of the exception.
function is a shorthand for `getOrElse { defaultValue }` (see `getOrElse`).

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R):
    R {
        if (isFailure) return defaultValue
        return value as T
    }

/**
 * Returns the result of `onSuccess` for the encapsulated value if this instance represents `success` or the original
 * encapsulated `Throwable` exception if it is `failure`.
 * `Result.isFailure` returns any Throwable exception thrown by `onTransform` function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    if (isSuccess) return onSuccess(value as T)
    return onFailure(exception)
}

// transformation

/**
 * Returns the encapsulated result of the given `transform` function applied to the encapsulated value
 * if this instance represents `success` or the original encapsulated `Throwable` exception if it is `failure`.
 * This function catches any Throwable exception thrown by `transform` function and encapsulates it as a failure.
 * See `Result.mapCatching` for an alternative that rethrows exceptions.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    if (isSuccess) return Result.success(transform(value as T))
    return Result(value)
}

/**
 * Returns the encapsulated result of the given `transform` function applied to the encapsulated value
 * if this instance represents `success` or the original encapsulated `Throwable` exception if it is `failure`.
 * This function catches any Throwable exception thrown by `transform` function and encapsulates it as a failure.
 * See `Result.recoverCatching` for an alternative that rethrows exceptions.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}

/**
 * Performs the given `action` on the encapsulated `Throwable` exception if this instance represents `failure`.
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {
    if (isSuccess) action(value as T)
    return this
}

/**
 * Performs the given `action` on the encapsulated value if this instance represents `success`.
 * Returns the original `Result` unchanged.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    if (isSuccess) action(value as T)
    return this
}
```

---

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*/

package kotlin.coroutines

import kotlin.contracts.*
import kotlin.coroutines.intrinsics.*
import kotlin.internal.InlineOnly

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")
public interface Continuation<in T> {
    /**
     * The context of the coroutine that corresponds to this continuation.
     */
    public val context: CoroutineContext

    /**
     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the
     * return value of the last suspension point.
     */
    public fun resumeWith(result: Result<T>)
}

/**
 * Classes and interfaces marked
 * with this annotation are restricted when used as receivers for extension `suspend` functions. These `suspend`
 * extensions can only invoke other member or extension `suspend` functions on this particular `receiver` and are
 * restricted from calling arbitrary suspension functions.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

/**
 * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the
 * last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a [Continuation] instance with the given [context] and
 * implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
public inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine
 * without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 * Subsequent invocation of any resume function on the resulting continuation will produce a new instance of [IllegalStateException].
 */
@SinceKotlin("1.3")
public fun <T> (suspend () -> T).createCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).intercepted().resume(Unit)
}

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 * Subsequent invocation of any resume function on the resulting continuation will produce a new instance of [IllegalStateException].
 */
@SinceKotlin("1.3")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}

/**
 * Obtains the current
continuation instance inside suspend functions and suspends
 the currently running coroutine.

In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously or
the same stack-frame where the suspension function is run or asynchronously later in the same thread or from a different thread of execution. Subsequent invocation of any resume function will produce an
[IllegalStateException].

suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {
  contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }
  return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> ->
    val safe = SafeContinuation(c.intercepted())
    block(safe)
    safe.getOrThrow()
  }
}

/**
 * Returns the context of the current coroutine.
 */
@SinceKotlin("1.3")
@Suppress("WRONG_MODIFIER_TARGET")
@InlineOnly
public suspend inline val coroutineContext: CoroutineContext
    get() {
        throw NotImplementedError("Implemented as
        intrinsic")
    }

@InlineOnly
internal actual inline fun <R, P, T> (suspend R.(P) -> T).startCoroutineUninterceptedOrReturn(
    receiver: R,
    param: P,
    completion: Continuation<T>
): Any? = this.asDynamic()(receiver, param, completion, false)

/**
 * Creates unintercepted coroutine without
 * receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every
time it is invoked.
 * To start executing the created coroutine, invoke `resume(Unit)` on the returned
 * Continuation instance.
 * The [completion] continuation is invoked when coroutine completes with result or
 * exception.
 * This function returns unintercepted continuation.
 * Invocation of `resume(Unit)` starts coroutine
 * immediately in the invoker's call stack without going through the
 * ContinuationInterceptor that might be present in the completion's
 * ContinuationContext. It is the invoker's responsibility to ensure that a proper invocation
 * context is established.
 * This function can be used to acquire the intercepted continuation.
 * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of
 * both the coroutine and [completion] happens in the
 * invocation context established by
 * ContinuationInterceptor
 * Repeated invocation of any resume function on the resulting continuation corrupts the
 * state machine of the coroutine and may result in arbitrary behaviour or
exception.

*\n@SinceKotlin("1.3")\n\npublic actual fun <T> (suspend () -> T).createCoroutineUnintercepted(\n    completion: Continuation<T>?) =\n    // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n    if (this.asDynamic().length == 2) {\n        // When `suspended` is true the continuation is created,\n        // but not executed\n        this.asDynamic((completion, true))\n    } else {\n        createCoroutineFromSuspendFunction(completion) {\n            this.asDynamic((completion)\n        }\n    }\n
* Creates unintercepted coroutine with receiver type [R] and result type [T].\n* This function creates a new, fresh instance of suspensible computation every time it is invoked.\n* To start executing the created coroutine,\n* invoke `resume(Unit)` on the returned [Continuation] instance.\n* The [completion] continuation is invoked when\n* coroutine completes with result or exception.\n* This function returns unintercepted continuation.\n* Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n* [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n* It is the invoker's\n* responsibility to ensure that a proper invocation context is established.\n* Note that [completion] of this function\n* may get invoked in an arbitrary context.\n* [Continuation.intercepted] can be used to acquire the intercepted\n* continuation.\n* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of [un * both the\n* coroutine and [completion] happens in the invocation context established by\n* [ContinuationInterceptor].\n* Repeated invocation of any resume function on the resulting continuation corrupts the\n* state machine of the\n* coroutine and may result in arbitrary behaviour or exception.\n* [continuationInterceptor] in which case it checks for\n* [ContinuationInterceptor] in the completion's [context] [Continuation.context].\n* `\n
private inline fun <T> createCoroutineFromSuspendFunction(\n    completion: Continuation<T>,\n    crossinline block: () -> Any?)\n: Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            return block()
        }
    }
}

```
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 * LICENSE.txt file.
 */

package kotlin.js

// Mirrors signature from JS IR
@library
@JsName("imulEmulated")
@Suppress("UNUSED_PARAMETER")
internal fun imul(x: Int, y: Int): Int = definedExternally

@Suppress("NOTHING_TO_INLINE")
internal inline fun isArrayish(o: dynamic) = js("Kotlin").isArrayish(o)

```
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 * LICENSE.txt file.
 */

package kotlin

// TODO: remove primary
* constructors, make all secondary KT-22055\n* Suppress("USELESS_ELVIS_RIGHT_IS_NULL")\n
public actual open class Error actual constructor(message: String?, cause: Throwable?) :\n    super(message, cause)\n
val actual constructor() : this(null, null)\nval actual constructor(message: String?) : this(message, null)\nval actual constructor(cause: Throwable?) : this(undefined,
nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic()")

@Target(CLASS, FUNCTION, PROPERTY)

@Target(CLASS)

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 * There are two functions for which the compiler gives same name in JavaScript, you can't
 * mark one with `@JsName(...)` to prevent the compiler from reporting error.
 * For some reason you want to rename declaration, e.g. there's common
 * term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 * Example:
 * The compiler produces the code relevant for the target module system, for example, in case of
 * CommonJS, it will import the declaration via the `require(...)` function.
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 * In case of file (which can't be `external`) the following rules apply: all the declarations in
 * the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object
 * that contain all the declarations from the file.
 * Example:
 * The compiler turns references to `external` declarations either to plain unprefix names (in case of *plain* modules)
 * or to plain imports. However, if a JavaScript library is distributed both as a standalone downloadable piece of JavaScript and as a module
 * available as an npm package, you can augment [JsModule] with the `@JsNonModule` annotation.
 * However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.
 * Some JavaScript libraries are distributed both as standalone downloadable piece of JavaScript and as a module
 * available as an npm package. To tell the Kotlin compiler to accept both cases, you can augment [JsModule]
 * with the `@JsNonModule` annotation.
 * `@JsNonModule` For example:
 * The compiler turns references to `external` declarations either to plain unprefix names (in case of *plain* modules)
 * or to plain imports. However, if a JavaScript library provides its
 * declarations in packages, you won't be satisfied with this.
 * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation.
 * Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.
 * Example:
 * `@file:JsQualifier("my.jsPackageName")` package some.kotlinPackage
 * external fun foo(x: Int)
 * external fun bar(): String
 * @property value the qualifier to add to the declarations in the generated code.
 * It must be a sequence of valid JavaScript identifiers separated by the `. ` character.
 * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_\$0.\`.
 */

@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)

public actual annotation class JsName(actual val name: String) {

    @Retention(AnnotationRetention.BINARY)
    @Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
    public actual annotation class JsModule(val import: String) {

    @Retention(AnnotationRetention.BINARY)
    @Target(CLASS, FUNCTION, PROPERTY, FILE)
    public annotation class JsQualifier

    @Retention(AnnotationRetention.BINARY)
    @Target(CLASS, PROPERTY, FUNCTION, FILE)
    public annotation class JsNonModule

    @Retention(AnnotationRetention.BINARY)
    @Target(CLASS, PROPERTY, FUNCTION, FILE)
    public annotation class JsQualified

    @Retention(AnnotationRetention.BINARY)
    @Target(AnnotationTarget.FILE)
    public annotation class
JsQualifier

/**
 * Exports top-level declaration on JS platform.
 */

/*
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 */

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableCollection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is invariant in its element type.
 */
public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return (this as MutableIterable<E>).removeAll { it in elements }
    }

    actual override fun retainAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return (this as MutableIterable<E>).removeAll { it !in elements }
    }

    actual override fun clear(): Unit {
        checkIsMutable()
        val iterator = this.iterator()
        while (iterator.hasNext()) {
            iterator.next()
            iterator.remove()
        }
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()

    /**
     * This method is called every time when a mutating method is called on this mutable collection.
     * Mutable collections that are built (frozen) must throw `UnsupportedOperationException`.
     * @return `true` because the list is always modified as the result of this operation.
     */
    @JsName("toJSON")
    fun open fun toJSON(): Any = this.toArray()/*

    /**
     * Exports top-level declaration on JS platform.
     */

    /*
     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
     */

    package kotlin.collections

    /**
     * Provides a skeletal implementation of the [MutableList] interface.
     *
     * @param E the type of elements contained in the list. The list is invariant in its element type.
     */
    public actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableList<E> {

        protected var modCount: Int = 0

        override fun add(index: Int, element: E): Unit {
            checkIsMutable()
            add(size + index, element)
        }

        override fun set(index: Int, element: E): E {
            checkIsMutable()
            return set(size + index, element)
        }

        override fun removeAt(index: Int): E {
            checkIsMutable()
            return removeAt(size + index)
        }

        override fun addAll(elements: Collection<E>): Boolean {
            checkIsMutable()
            var modified = false
            for (element in elements) {
                if (add(element)) modified = true
            }
            return modified
        }

        override fun addAll(elements: Collection<E>): Boolean {
            checkIsMutable()
            return (this as MutableIterable<E>).removeAll { it in elements }
        }

        override fun retainAll(elements: Collection<E>): Boolean {
            checkIsMutable()
            return (this as MutableIterable<E>).removeAll { it !in elements }
        }

        override fun clear(): Unit {
            checkIsMutable()
            val iterator = this.iterator()
            while (iterator.hasNext()) {
                iterator.next()
                iterator.remove()
            }
        }

        override fun get(index: Int): E {
            checkIsMutable()
            return get(index + size)
        }

        override fun indexOf(element: E): Int {
            checkIsMutable()
            return indexOf(element, size)
        }

        override fun lastIndexOf(element: E): Int {
            checkIsMutable()
            return lastIndexOf(element, size)
        }

        override fun reverse(): MutableList<E> {
            checkIsMutable()
            return reverseViaReplaceOnCopy(size)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex + size, toIndex + size)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

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            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutable()
            return subList(fromIndex, toIndex)
        }

        override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> {
            checkIsMutab
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* The implementor is required to implement [entries] property, which should return mutable set of map entries, and
[put] function.


override fun setValue(newValue: V): V {
    // Should check if the map containing this entry is mutable.
    // However, to not increase entry memory footprint it might be worthwhile not to check it here and
    // force subclasses that implement `build()` (freezing) operation to implement their own `Map.Entry`. see:
    this@AbstractMutableMap.checkIsMutable() == false
    override fun hashCode(): Int = entryHashCode(this)
    override fun toString(): String = entryToString(this)
    override fun equals(other: Any?): Boolean = entryEquals(this, other)
}

// TODO:
return oldValue
}

override fun equals(other: Any?): Boolean {
    if (this === other) return true
    if (other !is Collection<*>) return false
    return AbstractList.orderedEquals(this, other)
}

override fun hashCode(): Int = AbstractList.orderedHashCode(this)

override fun checkIsMutable(): Unit = MutableList.isMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()

fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()
override fun remove(key: K): V? {
    checkIsMutable()
    val iter = entries.iterator()
    while (iter.hasNext()) {
        val entry = iter.next()
        val k = entry.key
        if (key == k) {
            val value = entry.value
            iter.remove()
            return value
        }
    }
    return null
}

/**
 * This method is called every time when a mutating method is called on this mutable map.
 * Mutable maps that are built (frozen) must throw `UnsupportedOperationException`.
 */
internal open fun checkIsMutable(): Unit {}

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 * license/LICENSE.txt file.
 */
package kotlin.collections

/**
 * Provides a skeletal implementation of the
 * `MutableSet` interface.
 * @param E the type of elements contained in the set. The set is invariant in its
element type.
 */
public actual abstract class AbstractMutableSet<E> protected actual constructor() :
    AbstractMutableCollection<E>(), MutableSet<E> {

    /**
     * Compares this set with another set instance with
     * unordered structural equality.
     * @return `true`, if [other] instance is a [Set] of the same size, all
     * elements of which are contained in this set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return AbstractSet.setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int =
        AbstractSet.unorderedHashCode(this)

}
else
    array.asDynamic().splice(index, 1)
}  

actual override fun remove(element: E): Boolean { 
    checkIsMutable()
    for (index in array.indices) {
        if (array[index] == element) {
            array.asDynamic().splice(index, 1)
            modCount++
            return true
        } 
    } 

    actual override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        array = emptyArray()
        modCount++
    } 

    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    } 

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("["]").slice.call(array)


    internal override fun checkIsMutable() {
        if (isReadOnly)
            throw UnsupportedOperationException()
    } 

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    } 

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    } 

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 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }

    sortArrayWith(array: Array<T>, comparator: Comparator<in T>) { 
        if (getStableSortingIsSupported()) {
            val comparison = { a: T, b: T -> comparator.compare(a, b) }
            array.asDynamic().sort(comparison)
        } else {
            mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
        }

    sortArrayWith(array: Array<T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) { 
        if (fromIndex < toIndex - 1) {
            mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)
        }

    } 

    // Known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    // for (index in 0 until 600).array.asDynamic().push(index)
    val array = js("["]").unsafeCast<Array<Int>())
    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    // for (index in 0 until 600).array.asDynamic().push(index)
    val array = js("["]").unsafeCast<Array<Int>())
    val median = (start + end) / 2
    val left = sortArrayWith(array, buffer, start, median, comparator)
    val right = sortArrayWith(array, buffer, median + 1, end, comparator)
    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]
                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            rightIndex <= end -> {
                target[i] = right[rightIndex]
                rightIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
            }
        }
    }

    start: Int, end: Int, comparator: Comparator<in T>) { 
        val buffer = 
        val result = mergeSort(array, buffer, start, end, comparator)
        return result
    }
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package kotlin.collections

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {
    if (this == null) return 0
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()

        element is UByteArray -> element.contentHashCode()
            element is UShortArray  -> element.contentHashCode()
            element is UIntArray    -> element.contentHashCode()
            element is ULongArray   -> element.contentHashCode()

            else                    -> element.hashCode()
        }
        result = 31 * result + elementHash
    }
    return result
}

package kotlin.collections

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2
        override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
    }
}

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the 
 * mutableMap interface.
 *
 * This implementation makes no guarantees regarding the order of enumeration of 
 * keys, values and entries collections.
 */
// Classes that extend HashMap and implement `build()` (freezing) operation
// have to make sure mutating methods check `checkIsMutable`.
public actual open class HashMap<K, V> :
AbstractMutableMap<K, V>, MutableMap<K, V> {

    private inner class EntrySet :
AbstractEntrySet<MutableEntry<K, V>, K, V>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear(){
            this@HashMap.clear()
        }

        override operator fun iterator():
MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element:
MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-
     * based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty 
     * mutableMap instance.
     */
    constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    /**
     * Constructs an empty 
     * mutableMap instance.
     */
    constructor(initialCapacity: Int) :
this(InternalHashCodeMap(EqualityComparator.HashCode), initialCapacity)

    /**
     * Constructs an instance of 
     * mutableMap filled with the contents of the specified 
     * mutableMap.
     */
    constructor(original: Map<out K, V>) :
this(InternalHashCodeMap(EqualityComparator.HashCode), original)

    actual override fun clear() {
        internalMap.clear()
//structureChanged(this)
    }

    actual override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    actual override fun containsValue(value: V): Boolean = internalMap.containsValue(value)

    actual override fun containsEntry(element: Map.Entry<K, V>): Boolean =
this@HashMap.containsEntry(element)

    actual override fun putAll(map: Map<out K, V>): Boolean =
this@HashMap.putAll(map)

    actual override fun size: Int get() = internalMap.size
}

/*
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 * can be found in the license/LICENSE.txt file.
 */

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equality.equals(it.value, value) }\nprivate var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null\nactual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\nget() { \nif (_entries == null) { \n_entries = createEntrySet() \n} \nreturn _entries!! \n}

private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null\nactual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\nget() { \nif (_entries == null) { \n_entries = createEntrySet() \n} \nreturn _entries!! \n}

/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n *\n *\n *\n *\n */
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {\n    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }\n}

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.\n *\n *\n *\n */
public fun stringSetOf(vararg elements: String): HashSet<String> {\n    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }\n}


MutableIterable&lt;MutableMap,MutableEntry&lt;K, V&gt;&gt; { n val equality: EqualityComparator n val size: Int n operator fun contains(key: K): Boolean n operator fun get(key: K): V?n n fun put(key: K, value: V): V?n n fun remove(key: K): V?n n fun clear(): Unit }n fun createJsMap(): dynamic { n val result = js("Object.create(null)") // force to switch object representation to dictionary mode n return result }n
/*
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 * and Kotlin Programming Language contributors.
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 * can be found in the license/LICENSE.txt file.
 */
/*
 * Based on GWT InternalStringMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with K=String, the K type
 * is not fixed to String statically, n * because we want to have it
 * erased to Any? in order not to generate
type-safe override bridges for n * [get], [contains], [remove] etc.
 * if they ever are generated.
 */
internal class InternalStringMap&lt;K, V&gt; (override val equality: EqualityComparator) : InternalMap&lt;K, V&gt; { n private var backingMap: dynamic = createJsMap() n override var size: Int = 0 n private set&lt;n

//    /**
//     * A mod count to track 'value' replacements in map to ensure that the 'value'
//     * that we have in the
//     */
//    private var valueMod: Int = 0

    override operator fun contains(key: K): Boolean {
        if (key !is String) return false
        return backingMap[key] !== undefined
    }

    override operator fun get(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        return if (value !== undefined) value.unsafeCast&lt;V&gt;() else null
    }

    override fun put(key: K, value: V): V? {
        require(key is String)
        val oldValue = backingMap[key]
        backingMap[key] = value
        if (oldValue === undefined) {
            size++
            return null
        } else {
            return oldValue.unsafeCast&lt;V&gt;()
        }
    }

    override fun remove(key: K): V? {
        if (key !is String) return null
        val value = backingMap[key]
        if (value !== undefined) {
            jsDeleteProperty(backingMap, key)
            size--
            return value.unsafeCast&lt;V&gt;()
        } else {
            return null
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun iterator(): MutableIterator&lt;MutableEntry&lt;K, V&gt;&gt; { n override val keys: Array&lt;String&gt; = js("Object").keys(backingMap) n private val iterator = keys.iterator() n private var lastKey: String? = null

        @Suppress("UNCHECKED_CAST")
        return newMapEntry(key as K)
    }

    private fun newMapEntry(key: K): MutableEntry&lt;K, V&gt; = object : MutableEntry&lt;K, V&gt; {
        override val key: K get() = key
        override val value: V get() = this@InternalStringMap[key].unsafeCast&lt;V&gt;()

        override fun setValue(newValue: V): V {
            this@InternalStringMap.put(key, newValue).unsafeCast&lt;V&gt;()n
            return newValue
        }

        override fun hashCode(): Int = AbstractMap.entryHashCode(this)
        override fun toString(): String = AbstractMap.entryToString(this)
    }
}

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special cases we have to deal with * in the list operations. * Note that we duplicate the key from the underlying hash map so we can find * the eldest entry. The alternative would have been to modify HashMap so more * of the code was directly usable here, but this would have added some * overhead to HashMap, or to reimplement most of the HashMap code here within * small modifications. Paying a small storage cost only if you use * LinkedHashMap and minimizing code size seemed like a better tradeoff * An private inner class ChainEntry< K, V > ( key: K, value: V ) : AbstractMutableMap.SimpleEntry< K, V > ( key, value ) { * internal var next: ChainEntry< K, V > ? = null * internal var prev: ChainEntry< K, V > ? = null * override fun setValue ( newvalue: V ) : V { * this@LinkedHashMap.checkIsMutable() } in return super.setValue(newValue) } in private inner class EntrySet : AbstractEntrySet< MutableEntry< K, V >, K, V > () { * private inner class EntryIterator : MutableIterator< MutableEntry< K, V >, K, V > () { // The last entry that was returned from this iterator, private var last: ChainEntry< K, V > ? = null * // The next entry to return from this iterator. * private var next: ChainEntry< K, V > ? = null * init { * next = head // recordLastKnownStructure(map, this) } in override fun hasNext(): Boolean { * return next != null } in override fun next(): MutableEntry< K, V > { * checkStructuralChange(map, this) if (!hasNext()) throw NoSuchElementException() } in val current = next!! * last = current * next = current.next.takeIf { it != null } } in return current } in override fun remove() { * check(last != null) * this@LinkedHashMap.clear() * this@LinkedHashMap.remove(last!!.key) } in recordLastKnownStructure(map, this) * last = null } in override fun add(element: MutableEntry< K, V >): Boolean = throw UnsupportedOperationException("Add is not supported on entries") * override fun clear() { * this@LinkedHashMap.clear() * } in override fun containsEntry(element: Map.Entry< K, V >): Boolean = * this@LinkedHashMap.containsEntry(element) * override fun remove(element: MutableEntry< K, V >): Boolean = * this@LinkedHashMap.remove(element.key) * return true * return false } in override fun size: Int get() = this@LinkedHashMap.size * /* the head of the insert order chain, which is a doubly- * linked circular * list. * * The most recently inserted node is at the end of the chain, ie.: * * private var head: ChainEntry< K, V > ? = null * * Add this node to the end of the chain. * * private fun ChainEntry< K, V >.addToEnd() { * // This entry is not in the list. * // this@LinkedHashMap.check(isMutable) } in * val _head = head * if (_head == null) { * head = this * } else { * // Chain is valid. * val _tail = checkNotNull(_head.prev) * // Update me. * prev = _tail * next = _head * // Update my new siblings: current head and old tail * _head.prev = this * _tail.next = this * } in * * Remove this node from the chain it is a part of. * private fun ChainEntry< K, V >.remove() { * if (this.next == this) { * if (this is single * element, remove head) * head = null * } else { * if (head == this) { * } // if this is first * element, move head to next * head = next * } in next!! } } in private var isReadOnly: Boolean = false

/*
 * The hashmap that keeps track of our entries and * the chain. Note that we * duplicate the key here to eliminate changes to HashMap and minimize the * code here, at the expense of additional space. * private val map: HashMap< K, ChainEntry< K, V > > in private var isReadOnly: Boolean = false * * * Constructs an empty [LinkedHashMap] instance. * * actual constructor() : super() { * } in internal constructor(backingMap: HashMap< K, Any > ) : super() { * @Suppress("UNCHECKED_CAST") } } in expected * to work due to erasure * map = backingMap as HashMap< K, ChainEntry< K, V > > in */ * * Constructs an empty [LinkedHashMap] instance. * * @param initialCapacity the initial capacity (ignored) * * @param loadFactor the load factor (ignored) * * @throws IllegalArgumentException if the initial capacity or load factor are negative */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
    map = HashMap<K, ChainEntry<K, V>>()
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/**
 * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) {
    map = HashMap<K, ChainEntry<K, V>>()
    this.putAll(original)
}

/**
 * Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of fn * JS object without hashing them.
 * @public
 */
linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }
}

/**
 * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements, which elements the keys as properties of JS object without hashing them.
 * @public
 */
linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

/**
 * Synchronized access to the lock.
 * @kotlin.internal.InlineOnly
 */
synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

actual override fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
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*\n
package kotlin.io\n
\n\ninternal abstract class BaseOutput {\n    open fun println() {\n        println()\n    }\n
    open fun println(message: Any?) {\n        println(message)\n    }\n
    abstract fun print(message: Any?)\n
    open fun flush() {}
}

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    abstract fun print(message: Any?)

    open fun flush() {}
}
This API is moved to another package, use 'kotlinx.dom.createElement' instead.

```kotlin
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.createElement' instead.",
    replaceWith = ReplaceWith("this.createElement(name, init)", "kotlinx.dom.createElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element = this.newCreateElement(name, init)
```

```
/**
 * Appends a newly created element with the specified [name] to this element.
 * The element is initialized with the specified [init] function.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.appendElement' instead.",
    replaceWith = ReplaceWith("this.appendElement(name, init)", "kotlinx.dom.appendElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element = this.newAppendElement(name, init)
```

```kotlin
/**
 * Returns true if the element has the given CSS class style in its 'class' attribute.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.hasClass' instead.",
    replaceWith = ReplaceWith("this.hasClass(cssClass)", "kotlinx.dom.hasClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
inline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)
```

```kotlin
/**
 * Adds CSS class to element.
 * Has no effect if all specified classes are already in class attribute of the element
 * @return true if at least one class has been added
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.addClass' instead.",
    replaceWith = ReplaceWith("this.addClass(cssClasses)", "kotlinx.dom.addClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
inline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)
```

```kotlin
/**
 * Removes all [cssClasses] from element.
 * Has no effect if all specified classes are missing in class attribute of the element
 * @return true if at least one class has been removed
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.removeClass' instead.",
    replaceWith = ReplaceWith("this.removeClass(cssClasses)", "kotlinx.dom.removeClass")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
inline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)
```

```kotlin
/**
 * Gets a value indicating whether this node is an [Element].
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isElement' instead.",
    replaceWith = ReplaceWith("this.isElement", "kotlinx.dom.isElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public val Node.isElement: Boolean
    inline get() = this.newIsElement
```

```kotlin
/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isText' instead.",
    replaceWith = ReplaceWith("this.isText", "kotlinx.dom.isText")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline get() = this.newIsText
```

```kotlin
/*
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 */

```
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the `valueSelector` function for elements in each group. *

* @return a [Map] associating the key of each group with the count of element in the group.

* @Since Kotlin="1.1.1")

**public inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =

    fold(0) { acc, e -> acc + valueSelector(e) }

*/

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*/

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of `groupingBy` extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.
 */

@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>

    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K

    /** Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
     * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
     * The key for each element is provided by the [Grouping.keyOf] function.
     * @param operation function is invoked on each element with the following parameters:
     *  - `key`: the key of the group this element belongs to;
     *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
     *  - `element`: the element from the source being aggregated;
     *  - `first`: indicates whether it's the first `element` encountered in the group.
     * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
     * @sample samples.collections.Grouping.aggregateByRadix
     */
    @SinceKotlin("1.1.1")
    public inline fun <T, K, R>
        Grouping<T, K>.aggregate(
            operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
        ): Map<K, R> {
        return aggregateTo(mutableMapOf<K, R>(), operation)
    }

    /** Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
     * passing the previously accumulated value and the current element as arguments, and stores the results in the given
     * [destination] map.
     * The key for each element is provided by the [Grouping.keyOf] function.
     * @param initialValueSelector a function that provides an initial value of accumulator for each group.
     *  It's invoked with parameters:
     *  - `key`: the key of the group;
     *  - `element`: the first element being encountered in that group;
     *  - `operation`: a function that is invoked on each element with the following parameters:
     *  - `key`: the key of the group this element belongs to;
     *  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
     *  - `element`: the element from the source being aggregated;
     *  - `first`: indicates whether it's the first `element` encountered in the group.
     * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
     * @sample samples.collections.Grouping.aggregateByRadixTo
     */
    @SinceKotlin("1.1.1")
    public inline fun <T, K, R, M : MutableMap<in K, R>>
        Grouping<T, K>.aggregateTo(
            destination: M,
            operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
        ): M {
        for (e in this.sourceIterator()) {
            val key = keyOf(e)
            val accumulator = destination[key]?
            operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
        }
        return destination
    }

    /** Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
     * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
     * An initial value of accumulator is provided by [initialValueSelector] function.
     * @param initialValueSelector a function that provides an initial value of accumulator for each group.
     *  It's invoked with parameters:
     *  - `key`: the key of the group;
     *  - `element`: the first element being encountered in that group;
     *  - `operation`: a function that is invoked on each element with the following parameters:
     *  - `key`: the key of the group this element belongs to;
     *  - `accumulator`: the current value of the accumulator of the group;
     *  - `element`: the element from the source being accumulated.
     */

*/
@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue

@SinceKotlin("1.1") public inline fun <T, K, R> Grouping<T, K>.fold("
    initialValueSelector: (key: K,
        element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R)
@Suppress("UNCHECKED_CAST")
aggregate { key, acc, e, first -> operation(key, if (first)
    initialValueSelector(key, e) else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

@SinceKotlin("1.1") public
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first)
    initialValueSelector(key, e) else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

@SinceKotlin("1.1") public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo("
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
)
@Suppress("UNCHECKED_CAST")
aggregate { _, acc, e, first -> operation(if (first)
    initialValue else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

@SinceKotlin("1.1") public
    aggregateTo(destination) { _, acc, e, first -> operation(if (first)
    initialValue else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

@SinceKotlin("1.1") public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo("
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
)
@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
    initialValue else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

@SinceKotlin("1.1") public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo("
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
)
@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
    initialValue else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

@SinceKotlin("1.1") public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo("
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
)
@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
    initialValue else acc as R, e) }

@sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
this element belongs to: `\n * - `accumulator`: the current value of the accumulator of the group; `\n * - `element`: the element from the source being accumulated; `\n * @return a [Map] associating the key of each group with the result of accumulating the group elements. `\n * @sample samples.collections.Grouping.reduceByMaxVowels
 *\n @SinceKotlin("1.1")\npublic inline fun \n <S, T : S, K> Grouping<T, K>.reduce(\n operation: (key: K, \n accumulator: S, element: T) -> S): Map<K, S> =\n aggregate { key, acc, e, first ->\n @Suppress("UNCHECKED_CAST")\n if (first) e else operation(key, acc as S, e)\n }\n\n/*
 * Copyright 2010-2020
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 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 * Exposes
 * to Kotlin.
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level =
 DeprecationLevel.ERROR)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", ReplaceWith("PI", "kotlin.math.PI"), level =
 DeprecationLevel.ERROR)
    public val PI: Double

    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()",
"kotlin.random")
    public fun random(): Double

    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level =
 DeprecationLevel.ERROR)
    public fun abs(value: Any): Any

    // TODO: sum by long and by double overloads
    public inline fun <T, K, M : MutableMap<in K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, \n valueSelector: (T) -> Long): M =\n foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}

    public inline fun <T, K> Grouping<T, K>.sumEachByLong(\n valueSelector: (T) -> Double): Map<K, Double> =\n fold(0L) { acc, e -> acc + valueSelector(e)}
public fun abs(value: Double): Double
@Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", \\
\"kotlin.math.acos\")
level = DeprecationLevel.ERROR)
public fun acos(value: Double): Double
@Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", \\
\"kotlin.math.asin\")
level = DeprecationLevel.ERROR)
public fun asin(value: Double): Double
@Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", \\
\"kotlin.math.atan\")
level = DeprecationLevel.ERROR)
public fun atan(value: Double): Double
@Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)\", \\
\"kotlin.math.atan2\")
level = DeprecationLevel.ERROR)
public fun atan2(y: Double, x: Double): Double
@Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", \\
\"kotlin.math.cos\")
level = DeprecationLevel.ERROR)
public fun cos(value: Double): Double
@Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", \\
\"kotlin.math.sin\")
level = DeprecationLevel.ERROR)
public fun sin(value: Double): Double
@Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", \\
\"kotlin.math.exp\")
level = DeprecationLevel.ERROR)
public fun exp(value: Double): Double
@Deprecated("Use maxOf or kotlin.math.max instead", level = \\
DeprecationLevel.ERROR)
public fun max(vararg values: Int): Int
@Deprecated("Use maxOf or kotlin.math.max instead", level = \\
DeprecationLevel.ERROR)
public fun max(vararg values: Float): Float
@Deprecated("Use maxOf or kotlin.math.max instead", level = \\
DeprecationLevel.ERROR)
public fun max(vararg values: Double): Double
@Deprecated("Use minOf or kotlin.math.min instead", level = \\
DeprecationLevel.ERROR)
public fun min(vararg values: Int): Int
@Deprecated("Use minOf or kotlin.math.min instead", level = \\
DeprecationLevel.ERROR)
public fun min(vararg values: Float): Float
@Deprecated("Use minOf or kotlin.math.min instead", level = \\
DeprecationLevel.ERROR)
public fun min(vararg values: Double): Double
@Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("sqrt(value)", \\
\"kotlin.math.sqrt\")
level = DeprecationLevel.ERROR)
public fun sqrt(value: Double): Double
@Deprecated("Use kotlin.math.tan instead.", ReplaceWith("tan(value)", \\
\"kotlin.math.tan\")
level = DeprecationLevel.ERROR)
public fun tan(value: Double): Double
@Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", \\
\"kotlin.math.ln\")
level = DeprecationLevel.ERROR)
public fun log(value: Double): Double
@Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)\", \\
\"kotlin.math.pow\")
level = DeprecationLevel.ERROR)
public fun pow(base: Double, exp: Double): Double
@Deprecated("Use kotlin.math.round instead.", ReplaceWith("round(value)", \\
\"kotlin.math.round\")
level = DeprecationLevel.ERROR)
public fun round(value: Number): Int
@Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)\", \\
\"kotlin.math.floor\")
level = DeprecationLevel.ERROR)
public fun floor(value: Number): Int
@Deprecated("Use kotlin.math.ceil instead.", ReplaceWith("ceil(value)\", \\
\"kotlin.math.ceil\")
level = DeprecationLevel.ERROR)
public fun ceil(value: Number): Int
@Deprecated("Use kotlin.math.sign instead.", ReplaceWith("sign(value)\", \\
\"kotlin.math.sign\")
level = DeprecationLevel.ERROR)
public fun sign(value: Number): Int

@PublishedApi
internal fun trunc(value: Number): Double
@PublishedApi
internal fun sign(value: Number): Double

@PublishedApi
internal fun sinh(value: Double): Double
@PublishedApi
internal fun cosh(value: Double): Double
@PublishedApi
internal fun tanh(value: Double): Double
@PublishedApi
internal fun asinh(value: Double): Double
@PublishedApi
internal fun acosh(value: Double): Double
@PublishedApi
internal fun atanh(value: Double): Double
@PublishedApi
internal fun hypot(x: Double, y: Double): Double
@PublishedApi
internal fun expm1(value: Double): Double
@PublishedApi
internal fun log10(value: Double): Double
@PublishedApi
internal fun log2(value: Double): Double
@PublishedApi
internal fun log1p(value: Double): Double

@PublishedApi
internal fun clz32(value: Int): Int

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("min(a, b)\", \\
\"kotlin.math.min\")
level = DeprecationLevel.ERROR)
public fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("max(a, b)\", \\
\"kotlin.math.max\")
level = DeprecationLevel.ERROR)
public fun max(a: Long, b: Long): Long = if (a >= b) a else b

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
 */
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```kotlin
package kotlin.js

/**
 * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 * Calls to the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.
 * E.g. for next code:
 * ```kotlin
 * fun test(j: Json, p: String) {
 *     j["prop"] + j.get(p)
 *     } // will be generated:
 *  */
 *
 * operator fun Json.get(propertyName: String): Any?
 *
 * operator fun Json.set(propertyName: String, value: Any?): Unit
 *
 * Returns a simple JavaScript object (as Json) using provided key-value pairs as names and values of its properties.
 */

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math
========================================

/** Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/**
 * Computes the arc sine of the value [x], where [-π/2, π/2] radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/**
 * Computes the arc cosine of the value [x], where [0, π] radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/**
 * Computes the arc tangent of the value [x], where [-π/2, π/2] radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/**
 * Returns the angle 'theta' of the polar coordinates '(r, theta)' that correspond to the rectangular coordinates '(x, y)' by computing the arc tangent of the value [y] / [x].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)
```

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in the range from `-PI` to `PI` radians.

Special cases:
- `atan2(0.0, 0.0)` is `0.0`.
- `atan2(0.0, x)` is `0.0` for `x > 0` and `-PI` for `x < 0`.
- `atan2(-0.0, x)` is `-0.0` for `x > 0` and `PI` for `x < 0`.
- `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`.
- `atan2(+Inf, x)` is `PI/2` for finite `x`.
- `atan2(-Inf, x)` is `-PI/2` for finite `x`.
- `atan2(0.0, y)` is `0.0` for `y > 0` and `-PI` for `y < 0`.
- `atan2(+Inf, +Inf)` is `PI/4`.
- `atan2(+Inf, -Inf)` is `-3PI/4`.
- `atan2(-Inf, +Inf)` is `-PI/4`.
- `atan2(-Inf, -Inf)` is `3PI/4`.

The returned value is positive `y` such that `tan(y) == x`. The returned value is positive `y` such that `tan(y) == x`.

Special cases:
- `acos(-1.0)` is `PI`.
- `acos(1.0)` is `0.0`.
- `asin(-1.0)` is `-PI/2`.
- `asin(1.0)` is `PI/2`.
- `atan(-1.0)` is `-PI/4`.
- `atan(1.0)` is `PI/4`.

The returned value is positive `y` such that `tan(y) == x`. The returned value is positive `y` such that `tan(y) == x`.

Special cases:
- `cosh(NaN)` is `NaN`.
- `sinh(NaN)` is `NaN`.
- `tanh(NaN)` is `NaN`.

The returned value is positive `y` such that `tan(y) == x`. The returned value is positive `y` such that `tan(y) == x`.
for special cases.

Special cases:

- `log2(NaN)` is `NaN`
- `log2(+Inf)` is `+Inf`
- `log2(-Inf)` is `-Inf`

Rounds the given value `x` to the integer towards negative infinity.

```
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double =
    nativeMath.log2(x)
```

### `ln1p(x: Double)`: Computes `log1p(x)`

```
/**
 * Computes `ln(x + 1)`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Double): Double =
    nativeMath.log1p(x)
```

### `ceil(x: Double)`: Rounds the given value `x` to an integer towards positive infinity.

```
/**
 * Rounds the given value `x` to an integer towards positive infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Double): Double =
    nativeMath.ceil(x).unsafeCast<Double>()
```

### `floor(x: Double)`: Rounds the given value `x` to an integer towards negative infinity.

```
/**
 * Rounds the given value `x` to an integer towards negative infinity.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double =
    nativeMath.floor(x).unsafeCast<Double>()
```

### `truncate(x: Double)`: Rounds the given value `x` to an integer towards zero.

```
/**
 * Rounds the given value `x` to an integer towards zero.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Double): Double =
    nativeMath.trunc(x)
```

### `round(x: Double)`: Rounds the given value `x` towards the closest integer with ties rounded towards even integer.

```
/**
 * Rounds the given value `x` towards the closest integer with ties rounded towards even integer.
 */
public actual fun round(x: Double): Double {
    if (x % 0.5 != 0.0) {
        return nativeMath.round(x).unsafeCast<Double>()
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else ceil(x)
}
```

### `abs(x: Double)`: Returns the absolute value of the given value `x`.

```
/**
 * Returns the absolute value of the given value `x`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Double): Double =
    nativeMath.abs(x)
```

### `sign(x: Double)`: Returns the sign of the given value `x`.

```
/**
 * Returns the sign of the given value `x`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Double): Double =
    nativeMath.sign(x)
```

### `min(a: Double, b: Double)`: Returns the smaller of two values.

```
/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Double, b: Double): Double =
    nativeMath.min(a, b)
```

### `max(a: Double, b: Double)`: Returns the greater of two values.

```
/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Double, b: Double): Double =
    nativeMath.max(a, b)
```

### `pow(x: Double, n: Int)`: Raises this value to the integer power `n`.

```
/**
 * Raises this value to the integer power `n`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun pow(x: Double, n: Int): Double =
    nativeMath.pow(x, n.toDouble())
```

### `pow(x: Double)`: Raises this value to the power `x`.

```
/**
 * Raises this value to the power `x`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun pow(x: Double): Double =
    nativeMath.pow(x)
```

### `ulp(x: Double)`: Returns the ulp of this value.

```
/**
 * Returns the ulp of this value.
 */
@SinceKotlin("1.2")
public actual val ulp: Double get() =
    when {
        this
```

---

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< 0 -> (-this).ulp
this.isNaN() || this == Double.POSITIVE_INFINITY -> this
this == Double.MAX_VALUE -> (this.nextDown() - this).ulp
else -> this.nextUp() - this
}

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == 0.0 -> Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)ulp
}

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)ulp
}

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> this.nextUp() else /* to < this */ -> this.nextDown()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else -> nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else -> nativeMath.round(this).toLong()
}

// endregion

// region ================
Float Math ========================================

/** Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond
 * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / x`.
 * The returned value is in the range from `-PI/2` to `PI/2` radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toDouble().unsafeCast<Double>().toFloat()
for `x < 0` \* - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0` \* - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0` \* - `atan2(y, 0.0)` is `-PI/2` for `y > 0` and `+PI/2` for `y < 0` \* - `atan2(+Inf, x)` is `PI/2` for finite `x` \* - `atan2(-Inf, x)` is `-PI/2` for finite `x` \* - `atan2(2aInf, x)` is `PI/2` for finite `x` \* - `atan2(-2aInf, x)` is `-PI/2` for finite `x`

*/
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/**
 * Computes the hyperbolic cosine of the value [x]. \* \* Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf` \* - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic tangent of the value [x]. \* \* Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `1.0`
 * - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat()
logarithm (base 2) of the value \([x]\).

\[\ln(a + 1)\] is a mathematical integer.\n
Special cases: \(\ln(1) = 0\) and \(\ln(0) = -\infty\) are undefined, \(\ln(-x) = \ln(x)\) for \(x < 0\). For finite positive \(x\) the value \(\ln(x)\) is negative when \(x < 1\), and \(\ln(x)\) is positive when \(x > 1\). The value \(\ln(x)\) overflows when \(x\) is very large, and underflows when \(x\) is very small (not zero).

The \(\ln\) function is the inverse of the \exp\) function.

\/**
 * Computes \(\ln(x)\).
 *
 * @see [expn] function
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Float): Float =
    nativeMath.log1p(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards positive infinity.
 *
 * @return the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Float): Float =
    nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards negative infinity.
 *
 * @return the largest Float value that is smaller than or equal to the given value \([x]\) and is a mathematical integer.
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Float): Float =
    nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards zero.
 *
 * @return the value \([x]\) having its fractional part truncated.
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Float): Float =
    truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) towards the closest integer with ties rounded towards even integer.
 *
 * @return the closest Float value that differs from \([x]\) by an integer value.
 */

@SinceKotlin("1.2")
@InlineOnly
public actual inline fun round(x: Float): Float =
    round(x.toDouble()).toFloat()
this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 * @throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.roundToInt(): Int =
toDouble().roundToInt()**n * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 * @throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.roundToLong(): Long =
toDouble().roundToLong()**n // endregion

---

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isNaN()

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Int.countOneBits(): Int {
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Int.countTrailingZeroBits(): Int =
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Int.takeLowestOneBit(): Int =
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@.SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */
@.SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS +
        else -> high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS +
        else -> low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,
 */
@.SinceKotlin("1.4")
@Was.Experimental(ExperimentalStdlibApi::class)
public actual fun
Long.takeHighestOneBit(): Long =when (val high = this.high) {n 0 -> Long.takeHighestOneBit(), 0)n else -> Long(0, high.takeHighestOneBit())n }\n\n\n*/
*/
*/
*/
*/
*/
*/
*/
*/
*/
*/
experimental marker for associated objects API.

* An usage of a declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by annotating that usage with the `[OptIn]` annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`, or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`.

An associated object key annotation should have single [KClass] parameter.

When applied to a class with reference to an object declaration as an argument, it binds the object to the class, making this binding discoverable at runtime using

```
findAssociatedObject
```


```java
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(value = AnnotationRetention.BINARY)
public annotation class ExperimentalAssociatedObjects

/**
 * Makes the annotated annotation class an associated object key.
 *
 * Any usage of a declaration annotated class and [this] class is annotated with @[T] parameter:
 * `@OptIn(ExperimentalAssociatedObjects::class)`.
 */
@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class AssociatedObjectKey

/**
 * If [T] is an annotated annotation class and [this] class is annotated with @[T] (`S::class`),
 * returns `null`.
 */
@ExperimentalAssociatedObjects
public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? =
    this.findAssociatedObject(T::class)

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = (this as KClassImpl<T>).jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val qualifiedName: String?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*>
            && jClass == other.jClass
    }

    // TODO: use FQN
    override fun hashCode(): Int =
        simpleName?.hashCode() ?: 0

    override fun toString(): String {
        // TODO: use FQN
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override val simpleName: String? =
        jClass.asDynamic().`$metadata$`.simpleName.unsafeCast<String?>() ?: null

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) ->
        Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        return super.equals(other) && givenSimpleName ==
            other.givenSimpleName
    }

    override val simpleName = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing> {
    override val simpleName = "Nothing"

    override fun isInstance(value: Any?): Boolean {
        return false
    }

    override val qualifiedName = "Nothing"
}

internal class ErrorKClass : KClass<Nothing> {
    override val simpleName = "Unknown simpleName for ErrorKClass"
    override val qualifiedName = "Unknown qualifiedName for ErrorKClass"

    override fun isInstance(value: Any?): Boolean {
        return isErrorKClass(value)
    }

    override fun isInstanceFunction(value: Any?): Boolean {
        return false
    }
}

internal class ErrorKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override val simpleName = "Unknown simpleName for ErrorKClass"

    override fun isInstance(value: Any?): Boolean {
        return isErrorKClass(value)
    }

    override fun isInstanceFunction(value: Any?): Boolean {
        return false
    }
}
```


*/

/*
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 */

package Open Source In Cisco Nexus Dashboard Insights 6.1.1 11007
package kotlin.reflect

internal actual inline val KClass<*>.qualifiedOrSimpleName: String?
    get() = simpleName

package kotlin.reflect.js.internal

import kotlin.reflect.*
import kotlin.reflect.js.*

@JsName("createKType")
internal fun createKType(
    classifier: KClassifier,
    arguments: Array<KTypeProjection>,
    isMarkedNullable: Boolean
) =
    KTypeImpl(classifier,
        arguments.asList(), isMarkedNullable)

@JsName("createDynamicKType")
internal fun createDynamicKType(): KType = DynamicKType

@JsName("markKTypeNullable")
internal fun markKTypeNullable(kType: KType) = KTypeImpl(kType.classifier, kType.arguments, true)

@JsName("createKTypeParameter")
internal fun createKTypeParameter(
    name: String,
    upperBounds: Array<KType>,
    variance: String
): KTypeParameter {
    val kVariance = when (variance) {
        "in" -> KVariance.IN
        "out" -> KVariance.OUT
        else -> KVariance.INVARIANT
    }

    return KTypeParameterImpl(name, upperBounds.asList(), kVariance)
}

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection =
    KTypeProjection.STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection =
    KTypeProjection.contravariant(type)

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments &&
                isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        classifier.hashCode() * 31 + arguments.hashCode() * 31 + isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifier.toString() + kClass.simpleName + null -> kClass.simpleName + else -> "\n"
    }
}

internal class DynamicKType : KType {
    override val classifier: KClassifier? = null
    override val arguments: List<KTypeProjection> = emptyList()
    override val isMarkedNullable: Boolean = false
    override fun toString(): String = "dynamic"
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in ">
        KVariance.OUT -> "out ">
    }

package kotlin.reflect.js.internal

import kotlin.reflect.*
import kotlin.reflect.js.*

@JsName("PrimitiveClasses")
internal data class KTypeParameterImpl(
    override val name: String,
    override val upperBounds: List<KType>,
    override val variance: KVariance,
    override val isReified: Boolean
) : KTypeParameter {
    override fun toString(): String = name
}

/*
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 */

package kotlin.reflect.js

internal class KTypeParameterImpl(name, upperBounds: List<KType>, kVariance, false) {
    override fun toString(): String = name
}

/*
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 */

package kotlin.reflect.js

import kotlin.reflect.*
import kotlin.js.*

@JsName("PrimitiveClasses")
internal
object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleValue")
    val doubleValue = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

    @JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }
}

private val functionClasses = new Array<KClassImpl<Any>>(0)

import kotlin.reflect.*
import kotlin.reflect.js.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {
    return if (js("Array").isArray(jClass)) {
        getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
    } else {
        getKClass1(jClass.unsafeCast<JsClass<T>>())
    }
}

@JsName("getKClassM")
internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
    1 ->
getKClass1(jClasses[0])
0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
else ->
ErrorKClass().unsafeCast<KClass<T>>()
@JsName("getKClassFromExpression")
internal fun <T : Any>
getKClassFromExpression(e: T): KClass<T>
when (jsTypeOf(e)) {
  "string" ->
  PrimitiveClasses.stringClass
  "number" -> if (isBitwiseOr(e, 0).asDynamic() == e)
  PrimitiveClasses.intClass else ->
  PrimitiveClasses.stringClass
  "boolean" -> PrimitiveClasses.functionClass(e.asDynamic().length)
else -> {
  when (e
    is BooleanArray -> PrimitiveClasses.booleanArrayClass
    is CharArray ->
    PrimitiveClasses.charArrayClass
    is ByteArray -> PrimitiveClasses.byteArrayClass
    is ShortArray -> PrimitiveClasses.shortArrayClass
    is IntArray -> PrimitiveClasses.intArrayClass
    is LongArray -> PrimitiveClasses.longArrayClass
    is FloatArray -> PrimitiveClasses.floatArrayClass
    is DoubleArray -> PrimitiveClasses.doubleArrayClass
    is KClass<*> -> KClass::class
    is Array<*> -> PrimitiveClasses.arrayClass
    else -> {
      val constructor = js("Object").getPrototypeOf(e).constructor
      when (constructor
        === js("Object") ->
      )
      PrimitiveClasses.anyClass
    }
  }
}
  }.unsafeCast<KClass<T>>()

@JsName("getKClass1")
internal fun <T : Any> getKClass1(jClass:
JsClass<T>): KClass<T> {
  if (jClass === js("String"))
    return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

  val metadata = jClass.asDynamic().`$metadata$`
  return if (metadata != null) {
    if (metadata.`$kClass$` == null) {
      val kClass =
      SimpleKClassImpl(jClass)
      metadata.`$kClass$` = kClass
      kClass
    } else {
      metadata.`$kClass$`
    }
  } else {
    SimpleKClassImpl(jClass)
  }
}

PUBLIC EXPRESS OBJECT

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String?
definedExternally) {

  public fun test(str: String): Boolean

  public fun exec(str: String): RegExpMatch?

  public override fun toString(): String

  /**
   * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
   */
  public var lastIndex: Int

  public val global: Boolean
  public val ignoreCase: Boolean
  public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning
of the input string.
 */
public fun RegExp.reset() {
  lastIndex = 0
}

// TODO: Inherit from array or introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
  public val index: Int

  public val input: String

  public val length: Int


  inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
}

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent
* element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
may not indicate the actual size of the backing storage.

*@
@SinceKotlin("1.4")@*
@ExperimentalStdlibApi@*
@Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR)@*
actual fun capacity(): Int = length
/**
  * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
  * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
  * Otherwise, this method takes no action and simply returns.
  *
  * In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],
  * thus calling this method has no effect on the further performance of operations.

*@
@SinceKotlin("1.4")@*
@WasExperimental(ExperimentalStdlibApi::class)@*
actual fun ensureCapacity(minimumCapacity: Int) {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

/**
  * Returns the index within this string builder of the last occurrence of the specified [string],
  * starting from the specified [startIndex].
  * The last occurrence of empty string 
  ""` is considered to be at the index equal to `this.length`.
  *
  * Returns `-1` if the specified [string] does not occur in this string builder.

*@
@SinceKotlin("1.4")@*
@WasExperimental(ExperimentalStdlibApi::class)@*
actual fun findLastIndexOf(string: String, startIndex: Int): Int =
    this.string.asDynamic().indexOf(string, startIndex)

/**
  * Returns the index within this string builder of the first occurrence of the specified [string],
  * starting at the specified [startIndex].
  * If the specified [string] does not occur in this string builder starting at the specified [startIndex],
  * returns `-1` if the specified [string] does not occur in this string builder.

*@
@SinceKotlin("1.4")@*
@WasExperimental(ExperimentalStdlibApi::class)@*
actual fun findIndex(string: String): Int =
    this.string.asDynamic().indexOf(string)

/**
  * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index],
  * and then that string was inserted into this string builder at the specified [index].

*@
@SinceKotlin("1.4")@*
@WasExperimental(ExperimentalStdlibApi::class)@*
actual fun insert(index: Int, value: Boolean): StringBuilder
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

/**
  * Inserts characters in the specified character sequence
  * into this string builder at the specified [index] and returns this instance.
  * The inserted characters
  * go in the same order as in the [value] character sequence, starting at [index].

*@
@SinceKotlin("1.4")@*
@OptIn(ExperimentalStdlibApi::class)@*
actual fun insert(index: Int, value: Char): StringBuilder
    @OptIn(ExperimentalStdlibApi::class)@*
    actual fun insert(index: Int, value: Boolean): StringBuilder
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

/**
  * Inserts characters in the specified character array
  * into this string builder at the specified [index] and returns this instance.
  * The inserted characters
  * go in the same order as in the [value] character array, starting at [index].

*@
@SinceKotlin("1.4")@*
@OptIn(ExperimentalStdlibApi::class)@*
actual fun insert(index: Int, value: Char): StringBuilder
    @OptIn(ExperimentalStdlibApi::class)@*
    actual fun insert(index: Int, value: Boolean): StringBuilder
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

/**
  * Inserts characters in the specified character sequence
  * into this string builder at the specified [index] and returns this instance.
  * The inserted characters
  * go in the same order as in the [value] character sequence, starting at [index].

*@
@SinceKotlin("1.4")@*
@OptIn(ExperimentalStdlibApi::class)@*
actual fun insert(index: Int, value: Char): StringBuilder
    @OptIn(ExperimentalStdlibApi::class)@*
    actual fun insert(index: Int, value: Boolean): StringBuilder
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun ensureCapacity(minimumCapacity: Int) {
    if (string.isEmpty() && startIndex < 0) return -1
    return this.string.asDynamic().lastIndexOf(string, startIndex)
}
in this string builder to insert at.

* @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `\null\null` are inserted.

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: CharSequence?): StringBuilder =

StringBuilder {
    AbstractList.checkPositionIndex(index, length) { string = string.substring(0, index) + value.toString() + string.substring(index) }
    return this } 

/**
 * Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: String): StringBuilder =

StringBuilder {
    AbstractList.checkPositionIndex(index, length) { string = string.substring(0, index) + value.toString() + string.substring(index) }
    return this } 

/**
 * Inserts the string [value] into this string builder at the specified [index] and returns this instance.

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: CharSequence?): StringBuilder =

StringBuilder {
    AbstractList.checkPositionIndex(index, length) { string = string.substring(0, index) + value.toString() + string.substring(index) }
    return this } 

/**
 * Sets the length of this string builder to the specified [newLength].

* @throws IndexOutOfBoundsException if [newLength] is less than zero or greater than the current length, it is changed to the specified [newLength].

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun setLength(newLength: Int) {
    if (newLength < 0) {
        throw IllegalArgumentException("Negative new length:

    $newLength.")
    }

    if (newLength <= length) {
        string = string.substring(0, newLength)
    } else {
        for (i in length until newLength) {
            string += '\u0000'
        }
    }

    /**
 * Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the length (exclusive).

* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun substring(startIndex: Int): String {
    AbstractList.checkPositionIndex(startIndex, length) { string = string.substring(startIndex) }
    return string.substring(startIndex) } 

/**
 * Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun substring(startIndex: Int, endIndex: Int): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length) { string = string.substring(startIndex, endIndex) }
    return string.substring(startIndex, endIndex) } 

/**
 * Attempts to reduce storage used for this string builder.

* @throws IndexOutOfBoundsException if the backing storage of this string builder is larger than necessary to hold its current contents.

* Then it may be resized to become more space efficient.

* Calling this method may, but is not required to, affect the value of the [capacity] property.

* In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.

* @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)
actual fun trimToSize(): StringBuilder {
    override fun toString(): String = string 
} 

/**
 * Clears the content of this string builder making it empty and returns this instance.

* @sample samples.text.Strings.clearStringBuilder

* @SinceKotlin("1.3")

public fun clear():
StringBuilder {
    string = "\n    */**\n    */ * Sets the character at the specified [index] to the specified [value].

    * @param startIdx the beginning (inclusive) of the range to replace.
    * @param endIdx the end (exclusive) of the range to replace.

    * @throws IndexOutOfBoundsException

    * @SinceKotlin("1.4")
    public fun set(index: Int, value: Char): StringBuilder {
        AbstractList.checkElementIndex(index, length)
        return this
    }

    /**
     * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
     * @param startIndex the beginning (inclusive) of the range to replace.
     * @param endIndex the end (exclusive) of the range to replace.

     * @throws IndexOutOfBoundsException

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
        checkReplaceRange(startIndex, endIndex, length)
        string = string.substring(0, startIndex) + value + string.substring(endIndex)
        return this
    }

    private fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {
        if (startIndex < 0 || startIndex > length) {
            throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")
        }
        if (startIndex > endIndex) {
            throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")
        }
    }

    /**
     * Removes the character at the specified [index] from this string builder and returns this instance.

     * @param index the index of `Char` to remove.

     * @throws IndexOutOfBoundsException

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun deleteAt(index: Int): StringBuilder {
        AbstractList.checkElementIndex(index, length)
        string = string.substring(0, index) + string.substring(index + 1)
        return this
    }

    /**
     * Removes characters in the specified range from this string builder and returns this instance.

     * @param startIndex the beginning (inclusive) of the range to remove.
     * @param endIndex the end (exclusive) of the range to remove.

     * @throws IndexOutOfBoundsException

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
        checkReplaceRange(startIndex, endIndex, length)
        string = string.substring(0, startIndex) + string.substring(endIndex)
        return this
    }

    /**
     * Copies characters from this string builder into the [destination] character array.

     * @param destination the array to copy to.
     * @param destinationOffset the position in the array to copy to, 0 by default.

     * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.

     * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

     * @throws IndexOutOfBoundsException

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
        AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

        var dstIndex = destinationOffset
        for (index in startIndex until endIndex) {
            destination[dstIndex++]
            = string[index]
        }
    }

    /**
     * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

     * @param startIndex the beginning (inclusive) of the subarray to append.

     * @throws IndexOutOfBoundsException

     * @SinceKotlin("1.4")
     @WasExperimental(ExperimentalStdlibApi::class)
     public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
        AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

        var dstIndex = destinationOffset
        for (index in startIndex until endIndex) {
            destination[dstIndex++]
            = string[index]
        }
    }
}
[IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * @param index the index of `Char` to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinati

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of the [value] array or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinati

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array or when `startIndex > endIndex`.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHA DOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.append(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.append(value, startIndex, endIndex)
public actual inline fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [startIndex].
 * @param index the position in the string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegallegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOVED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] character sequence, starting at [startIndex].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegallegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
    this as String.asDynamic().toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()
Char.toUpperCase(): Char = uppercaseChar()\n
/**
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n * This function performs one-to-one character mapping.\n * To support one-to-many character mapping use the [uppercase] function.\n * If this character has no mapping equivalent, the character itself is returned.\n */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public actual fun Char.uppercase(): Char {
    return if (uppercase.length > 1) this else uppercase[0] // Converts this character to upper case using Unicode mapping rules of the invariant locale.\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, \"\uFB00\".uppercase() returns \"\u0046\u0046\".\n * where \"\uFB00\" is the LATIN SMALL LIGATURE FF character (\u00b0).\n * If this character has no upper case mapping, the result of `toString()` of this char is returned.\n */
@sample samples.text.Chars.uppercase

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, \"\uFB00\".uppercase() returns \"\u0046\u0046\".\n * where \"\uFB00\" is the LATIN SMALL LIGATURE FF character (\u00b0).\n * If this character has no upper case mapping, the result of `toString()` of this char is returned.\n */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Char.uppercase(): String = toString().asDynamic().toUpperCase() as String

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).\n */
@SinceKotlin("1.4")
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).\n */
@SinceKotlin("1.4")
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns `true` if the content of this string is equal to the word \"true\", ignoring case, and \`false` otherwise.\n */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.\"\n@DepreciatedSinceKotlin(hiddenSince = \"1.4\")\n
/**
 * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

*/

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */

package kotlin.text

/**
 * Returns `true` if this string is not `null` and its content is equal to the word \"true\", ignoring case, and \`false` otherwise.\n */
@SinceKotlin("1.4")
public actual fun String?.toBoolean(): Boolean = this != null && this.lowercase() == \"true\"

/**
 * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */
@SinceKotlin("1.4")
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)
/** The pattern string of this regular expression. */
public actual val pattern: String
/** The set of options that were used to create this regular expression. */
public actual val options: Set<RegexOption> = options.toSet()
private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = ",") + "+g")
/** Indicates whether the regular expression matches the entire [input]. */
public actual infix fun matches(input: CharSequence): Boolean {
val match = nativePattern.exec(input.toString())
return match != null && match.index == 0 &&
nativePattern.lastIndex == input.length
}
/** Indicates whether the regular expression can find at least one match in the specified [input]. */
public actual fun containsMatchIn(input: CharSequence): Boolean {
nativePattern.reset()
return nativePattern.test(input.toString())
}
/** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
if (startIndex < 0 || startIndex > input.length) {
throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: $input.length")
}
return nativePattern.findNext(input.toString(), startIndex)
}
/** Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex]. */
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
if (startIndex < 0 || startIndex > input.length) {
throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: $input.length")
}
return generateSequence({ find(input, startIndex) }, { match -> match.next() })
}
/** Attempts to match the entire [input] CharSequence against the pattern. */
public actual fun matchEntire(input: CharSequence): MatchResult? {
if (pattern.startsWith('^') && pattern.endsWith('$'))
return find(input)
else
return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
}
/** Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression. */
public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
var match = find(input)
if (match == null) return input.toString()
val lastStart = 0
val length = input.length
val sb = StringBuilder(length)
do {
val foundMatch = match!!
sb.append(input, lastStart, foundMatch.range.start)
sb.append(transform(foundMatch))
lastStart = foundMatch.range.endInclusive + 1
match = foundMatch.next()
} while (lastStart < length && match != null)
return sb.toString()
}
/** Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression. */
public actual fun replaceFirst(input: CharSequence, replacement: String): String {
var lastStart = 0
val length = input.length
val sb = StringBuilder(length)
do {
val foundMatch = match!!
sb.append(input, lastStart, foundMatch.range.start)
sb.append(transform(foundMatch))
lastStart = foundMatch.range.endInclusive + 1
match = foundMatch.next()
} while (lastStart < length && match != null)
return sb.toString()
}
/** Replaces all occurrences of this regular expression in the specified [input] string with [replacement]. */
public actual fun replaceAll(input: CharSequence, replacement: String): String {
return input.toString().replace(RegExp(pattern, options.map { it.value }.joinToString(separator = ",") + "g"))
}
/** Replaces all occurrences of this regular expression with specified [replacement] in the specified [input] string. */
public actual fun replaceAll(input: CharSequence, replacement: String, nonGlobalOptions: Options): String {
return input.toString().replace(RegExp(pattern, nonGlobalOptions.map { it.value }.joinToString(separator = ",") + "g"))
}
/** Replaces all occurrences of this regular expression with specified [replacement] in the specified [input] string. */
public actual fun replaceAll(input: CharSequence, replacement: Function<MatchResult, String>): String {
return input.toString().replace(RegExp(pattern, options.map { it.value }.joinToString(separator = ",") + "g"))
}
actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean { if (!ignoreCase) return nativeStartsWith(prefix, 0) else return regionMatches(0, prefix, 0, prefix.length, ignoreCase) } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean { if (!ignoreCase) return nativeStartsWith(prefix, startIndex) else return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase) } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean { if (!ignoreCase) return nativeEndsWith(suffix) else return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase) } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public fun String.matches(regex: String): Boolean { val result = this.match(regex) return result != null && result.size != 0 } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun CharSequence.isBlank(): Boolean = length == 0 || (this is String) this else this.toString().matches("^[\\s\\xA0]+$") *\n@OptIn(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.equals(other: String?, ignoreCase: Boolean = false): Boolean = if (this == null) other == null else if (!ignoreCase) this == other else other.lowercase() == this.lowercase() } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean = regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase) } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public fun String.capitalize(): String { return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public fun String.decapitalize(): String { return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public fun CharSequence.repeat(n: Int): String { require(n >= 0) { "Count 'n' must be non-negative, but was $n." } return when (n) { 0 -> "" 1 -> this.toString() else -> { var result = "" var count = n while (true) { if ((count and 1) == 1) { \n result += s \n count = count ushr 1 \n } if (count == 0) { \n break \n } s += s \n } return result } } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), Regex.escapeReplacement(newValue)) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString()) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newValue)) *\n@ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString()) *\n@ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun CharSequenceseqCharSequence.repeat(n: Int): String { require(n >= 0) { "Count 'n' must be non-negative, but was $n." } return when (n) { 0 -> "" 1 -> this.toString() else -> { var result = "" var count = n while (true) { if ((count and 1) == 1) { \n result += s \n count = count ushr 1 \n } if (count == 0) { \n break \n } s += s \n } return result } } *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), Regex.escapeReplacement(newValue)) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString()) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newValue)) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString()) *\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

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*package kotlin.text

/**
 * Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise.
 */
@OptIn(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair.
 */
private fun codePointFromSurrogate(string: String, high: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= string.length) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor byte4 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes.
 */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor byte4 xor -0x1E080
}
malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor
    byte4 xor 0x381F80

/**
 * Maximum number of bytes needed to encode a single char.
 * Code points in `0..0x7F` are encoded in a single byte.
 * Code points in `0x80..0x7FF` are encoded in two bytes.
 * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.
 * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.
 * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate characters and are encoded in four bytes.
 */
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
    0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @param throwOnMalformed whether to throw on malformed char sequence or replace by the
 * [REPLACEMENT_BYTE_SEQUENCE].
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)
    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = (codePoint shr 18 or 0xF0).toByte()
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be decoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the
 * [REPLACEMENT_BYTE_SEQUENCE].
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)
    val stringBuilder = StringBuilder()

    while (startIndex < endIndex) {
        val byte = bytes[startIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += 1
                }
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 2
                }
            }
        }
    }

    return stringBuilder.toString()
commonFrames += 1
preLastBreak = lastBreak
lastBreak = pos
if (commonFrames <= 1) return stack
while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)] == ' ')
    preLastBreak -= 1

// leave 1 common frame to ease matching with the top exception stack
return stack.dropLast(preLastBreak) + '... and ' + (commonFrames - 1) + ' more common stack frames skipped'
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package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day,
     */
    DAYS(86400e9);
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

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 */

package kotlin.time

import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {

    private val actualSource: TimeSource = run {
        val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
                ?: DateNowTimeSource
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {

    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = process.hrtime(startedAt).let { (seconds, nanos) -> seconds.seconds + nanos.nanoseconds }
    }

    override fun toString(): String = "TimeSource(process.hrtime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

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package kotlin.time

import kotlin.js.json
import kotlin.math.*

internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow = 10.0.pow(decimals)
        @Suppress("DEPRECATION", "DEPRECATION_ERROR")
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}

internal actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}
fun insert(index: Int, value: Char): StringBuilder

/**
 * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] character array, starting at [index].
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: CharArray): StringBuilder

/**
 * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] character sequence, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `\"null\"` are inserted.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Any?): StringBuilder

fun trimToSize(): StringBuilder

/**
 * Attempts to reduce storage used for this string builder. If the backing storage of this string builder is larger than necessary to hold its current contents, then it may be resized to become more space efficient. Calling this method may, but is not required to, affect the value of the [capacity] property.
 */
@sample samples.text.Strings.clearStringBuilder
* @param index the specified [index] to the specified [value].
* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
* @param start the beginning

StringBuilder.clear():

StringBuilder.set(index: Int, value: Char):
* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
(inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

/**
 * Removes characters in the specified range from this
 * string builder and returns this instance.
 * @param [startIndex] the beginning (inclusive) of
 * the range to remove.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder
 * indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this string builder into the destination character array.
 * @param [destination] the array to copy to.
 * @param [destinationOffset] the position in the array to copy to, 0 by default.
 * @param [startIndex] the beginning (inclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and
 * returns this instance.
 * @param [value] the array from which characters are appended.
 * @param [startIndex] the beginning (inclusive) of the subarray to append.
 * @param [endIndex] the end (exclusive) of the subarray to append.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param [value] the character sequence from which a subsequence is appended.
 * @param [startIndex] the beginning (inclusive) of the subsequence to append.
 * @param [endIndex] the end (exclusive) of the subsequence to append.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
length of this string builder.
*\nAn@SinceKotlin("1.4")\nAn@WasExperimental(ExperimentalStdlibApi::class)\nAn@public expect fun
StringBuilder.insertRange(index: Int, value: CharArray, startInt: Int, endInt: Int): StringBuilder

*\n\n\n* \n\n* Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.*\n* \n* The inserted characters go in the same order as in the [value] character sequence, starting at [index].*\n* \n* @param index the position in this string builder to insert at.*\n* \n* @param value the character sequence from which a subsequence is inserted.*\n* \n* @param startInt the beginning (inclusive) of the subsequence to insert.*\n* \n* @param endInt the end (exclusive) of the subsequence to insert.*\n* \n* @throws
IndexOutOfBoundsException or [IllegalArgument] when [startInt] or [endInt] is out of range of the
[value] character sequence indices or when `startInt > endInt`. *\n* @throws
IndexOutOfBoundsException when [value] length is less than zero or greater than the length of this string builder.*\n* \n* An@SinceKotlin("1.4")\nAn@WasExperimental(ExperimentalStdlibApi::class)\nAn@public expect fun
StringBuilder.insertRange(index: Int, value: CharSequence, startInt: Int, endInt: Int):

**
*\n\n* Insert characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.*\n* \n* The inserted characters go in the same order as in the [value] character sequence, starting at [index].*\n* \n* @param index the position in this string builder to insert at.*\n* \n* @param value the character sequence from which a subsequence is inserted.*\n* \n* @param startInt the beginning (inclusive) of the subsequence to insert.*\n* \n* @param endInt the end (exclusive) of the subsequence to insert.*\n* \n* @throws
IndexOutOfBoundsException or [IllegalArgument] when [startInt] or [endInt] is out of range of the
[value] character sequence indices or when `startInt > endInt`. *\n* @throws
IndexOutOfBoundsException when [value] length is less than zero or greater than the length of this string builder.*\n* \n* An@SinceKotlin("1.4")\nAn@WasExperimental(ExperimentalStdlibApi::class)\nAn@public expect fun

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\n@Deprecated("Use
append(value: Any?) instead", ReplaceWith("append(value = obj)"),
DeprecationLevel.WARNING)\nAn@kotlin.internal.InlineOnly\nA\npublic inline fun StringBuilder.append(obj: Any?):
StringBuilder = this.append(obj)\n
/**
 * Builds new string by populating newly created [StringBuilder] using
 * provided [builderAction] in the same order as in the [value] character sequence, starting at [index].
 * Then converts it to [String].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startInt the beginning (inclusive) of the subsequence to insert.
 * @param endInt the end (exclusive) of the subsequence to insert.
 * @throws
IndexOutOfBoundsException or [IllegalArgument] when [startInt] or [endInt] is out of range of the
[value] character sequence indices or when `startInt > endInt`. *\n* @throws
IndexOutOfBoundsException when [value] length is less than zero or greater than the length of this string builder.*\n* \n* An@SinceKotlin("1.4")\nAn@WasExperimental(ExperimentalStdlibApi::class)\nAn@public expect fun

**
*\n\n* Insert characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.*\n* \n* The inserted characters go in the same order as in the [value] character sequence, starting at [index].*\n* \n* @param index the position in this string builder to insert at.*\n* \n* @param value the character sequence from which a subsequence is inserted.*\n* \n* @param startInt the beginning (inclusive) of the subsequence to insert.*\n* \n* @param endInt the end (exclusive) of the subsequence to insert.*\n* \n* @throws
IndexOutOfBoundsException or [IllegalArgument] when [startInt] or [endInt] is out of range of the
[value] character sequence indices or when `startInt > endInt`. *\n* @throws
IndexOutOfBoundsException when [value] length is less than zero or greater than the length of this string builder.*\n* \n* An@SinceKotlin("1.1")\nAn@kotlin.internal.InlineOnly\nA\npublic inline fun buildString(capacity: Int, builderAction: String.Builder.() -> Unit): String

{\n\n\ncontract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n\nreturn String(StringBuilder().apply(builderAction).toString())\n\nappend(item)\n\nreturn this$append\n\nappend(value: Any?)

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using
 * provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

{\n\n\ncontract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n\nreturn String(StringBuilder().apply(builderAction).toString())\n\nappend(item)\n\nreturn this$append\n\nappend(value: Any?)

/**
 * Appends all arguments to the given [StringBuilder], followed by a line feed character (`\n`).
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine():
StringBuilder = append("")

/**
 * Appends all arguments to the given [StringBuilder], followed by a line feed character (`\n`).
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(value: Any?):
StringBuilder = append(value).appendLine()
Create text node and append it to the element.

```kotlin
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}
```

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The code snippet provided is from the `kotlinx.dom` package, which is part of the Kotlin standard library for working with JavaScript DOM models. The snippet includes methods for manipulating nodes in a DOM tree, such as clearing all children of a node and appending a text node to an element. The code is written in Kotlin, a statically typed language, and provides a fluent API for working with DOM elements.

```
@SinceKotlin("1.4")
public val Node.isText: Boolean
    get() = nodeType
        == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating
 * whether this node is an [Element].
 */
@SinceKotlin("1.4")
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE
```

---

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```
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
```
abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
 * [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
 * [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
 * [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
 * [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
 * [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
 * [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun getActiveTexture(program: WebGLProgram?, shader: WebGLShader?)
    fun getActiveUniformLocation(program: WebGLProgram?, shader: WebGLShader?)
    fun getBindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun getBindBuffer(target: Int, buffer: WebGLBuffer?)
    fun getBindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun getBindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun getBindTexture(target: Int, texture: WebGLTexture?)
    fun getBlendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun getBlendEquation(mode: Int)
    fun getBlendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun getBlendFunc(sfactor: Int, dfactor: Int)
    fun getBlendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun getBufferData(target: Int, size: Int, usage: Int, data: BufferDataSource?, usage: Int)
    fun getBufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun createBuffer(): WebGLBuffer?
    fun createFramebuffer(): WebGLFramebuffer?
    fun createProgram(): WebGLProgram?
    fun createRenderbuffer(): WebGLRenderbuffer?
    fun createShader(type: Int, prefix: String)
    fun createTexture(): WebGLTexture?
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderbuffer(r: WebGLRenderbuffer)
    fun deleteShader(shader: WebGLShader?)
    fun depthFunc(func: Int, flag: Boolean)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun disable(cap: Int)
    fun disableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
    fun enable(cap: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer?)
    fun framebufferTexture(target: Int, attachment: Int, texture: WebGLTexture?)
    fun frontFace(mode: Int)

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generateMipmap(target: Int)
    fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?
    fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?
    fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?
    fun getAttribLocation(program: WebGLProgram?, name: String): Int
    fun getBufferParameter(target: Int, pname: Int): Any?
    fun getBufferParameter(target: Int, pname: Int): Any?
    fun getBufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?
    fun getBufferParameter(program: WebGLProgram?, target: Int, pname: Int): Any?
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    fun getBufferParameter(program: WebGLProgram?, target: Int, pname: Int): Any?

val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
}

/**
 * Exposes the JavaScript
 WebGlRenderingContext to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

companion object {
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val FUNC_SUBTRACT: Int
val BLEND_DST_RGB: Int
val BLEND_SRC_RGB: Int
val BLEND_DST_ALPHA: Int
val BLEND_SRC_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val STATIC_DRAW: Int
val DYNAMIC_DRAW: Int
val BUFFER_SIZE: Int
val BUFFER_USAGE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val CULL_FACE: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val CULL_FACE_MODE: Int
val FRONT_FACE: Int
val DEPTH_RANGE: Int
val DEPTH_WRITEMASK: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val
byteLength: Int\n\n/**\n * Exposes the JavaScript\n[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin\n *\n\npublic external open class Int8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int8Array)\n    constructor(buffer: ArrayBuffer, byteOffset: Int)\n    override val byteOffset: Int = definedExternally\n    override val byteLength: Int\n    \n    override fun set(array: Int8Array, offset: Int)\n    override fun set(array: Array<Byte>, offset: Int)\n    \n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index] \n
@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.set(index: Int, value: Byte) \n
/**\n * Exposes the JavaScript\n[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin\n *\n\npublic external open class Uint8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint8Array)\n    constructor(array: Array<Byte>)\n    constructor(buffer: Uint8Array, byteOffset: Int)\n    \n    \n    \n    \n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index] \n
@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.set(index: Int, value: Byte) \n
/**\n * Exposes the JavaScript\n[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin\n *\n\npublic external open class Int16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int16Array)\n    \n    \n    \n    \n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index] \n
@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.set(index: Int, value: Short) \n
/**\n * Exposes the JavaScript\n[Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin\n *\n\npublic external open class Uint16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint16Array)\n    \n    \n    \n    \n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index] \n
@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.set(index: Int, value: Short) \n
/**\n * Exposes the JavaScript\n[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n *\n\npublic external open class Int32Array : ArrayBufferView {\n    constructor(length: Int)\n    \n    \n    \n    \n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n
@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.get(index: Int): Short = asDynamic()[index] \n
@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.set(index: Int, value: Short)
Int32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Int32Array)\n constructor(array: Array<Int>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val byteLength: Int\n fun set(array: Int32Array, offset: Int = definedExternally)\n fun set(array: Array<Int>, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Int32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n}\n}\n
operator fun Int32Array.get(index: Int): Int = asDynamic()[index]\noperator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }\n
Uint32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Uint32Array)\n constructor(array: Array<Int>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val byteLength: Int\n fun set(array: Uint32Array, offset: Int = definedExternally)\n fun set(array: Array<Int>, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Uint32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n}\n}\n
operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]\noperator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }\n
Float32Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Float32Array)\n constructor(array: Array<Float>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val byteLength: Int\n fun set(array: Float32Array, offset: Int = definedExternally)\n fun set(array: Array<Float>, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Float32Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n}\n}\n
operator fun Float32Array.get(index: Int): Float = asDynamic()[index]\noperator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }\n
Float64Array : ArrayBufferView {\n constructor(length: Int)\n constructor(array: Float64Array)\n constructor(array: Array<Double>)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n open val byteLength: Int\n fun set(array: Float64Array, offset: Int = definedExternally)\n fun set(array: Array<Double>, offset: Int = definedExternally)\n fun subarray(start: Int, end: Int): Float64Array\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n}\n}\n
operator fun Float64Array.get(index: Int): Double = asDynamic()[index]\noperator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }\n
DataView : ArrayBufferView {\n constructor(length: Int)\n constructor(array: DataView)\n constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally)\n open val byteLength: Int\n fun getByte(byteOffset: Int)\n fun getInt8(byteOffset: Int)\n fun getUint8(byteOffset: Int)\n fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally)\n fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally)\n fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally)\n\n companion object {\n val BYTES_PER_ELEMENT: Int\n}\n}\n

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listStylePosition: String
open var listStyleType: String
open var margin: String
open var marginBottom: String
open var marginLeft: String
open var marginRight: String
open var marginTop: String
open var mark: String
open var markAfter: String
open var markBefore: String
open var marks: String
open var marqueeDirection: String
open var marqueePlayCount: String
open var marqueeSpeed: String
open var marqueeStyle: String
open var max: String
open var mask: String
open var maskType: String
open var maxHeight: String
open var maxWidth: String
open var minHeight: String
open var minWidth: String
open var navDown: String
open var navIndex: String
open var navLeft: String
open var navRight: String
open var navUp: String
open var objectFit: String
open var objectPosition: String
open var opacity: String
open var open var order: String
open var open var orphans: String
open var open var outline: String
open var open var outlineColor: String
open var open var outlineOffset: String
open var open var outlineStyle: String
open var open var overflow: String
open var open var overflowWrap: String
open var open var overflowX: String
open var open var overflowY: String
open var open var padding: String
open var open var paddingBottom: String
open var open var paddingLeft: String
open var open var paddingRight: String
open var open var paddingBottom: String
open var open var pageBreakAfter: String
open var open var pageBreakBefore: String
open var open var pageBreakInside: String
open var open var perspective: String
open var open var perspectiveOrigin: String
open var open var phoneemes: String
open var open var position: String
open var open var quotes: String
open var open var rest: String
open var open var restAfter: String
open var open var restBefore: String
open var open var right: String
open var open var tabSize: String
open var open var tableLayout: String
open var open var textAlign: String
open var open var textAlignLast: String
open var open var textCombineUpright: String
open var open var textDecoration: String
open var open var textDecorationLine: String
open var open var textDecorationStyle: String
open var open var textIndent: String
open var open var textJustify: String
open var open var textOrientation: String
open var open var textOverflow: String
open var open var textShadow: String
open var open var textTransform: String
open var open var textDecoration: String
open var open var textDecorationColor: String
open var open var textDecorationLine: String
open var open var textDecorationStyle: String
open var open var textUnderlinePosition: String
open var open var textUnderlinePosition: String
open var open var top: String
open var open var transform: String
open var open var transformOrigin: String
open var open var transition: String
open var open var transitionDelay: String
open var open var transitionDuration: String
open var open var transitionProperty: String
open var open var transitionTimingFunction: String
open var open var verticalAlign: String
open var open var visibility: String
open var open var voiceBalance: String
open var open var voiceDuration: String
open var open var voicePitch: String
open var open var voicePitchRange: String
open var open var voiceRate: String
open var open var voiceStress: String
open var open var voiceVolume: String
open var open var whiteSpace: String
open var open var widows: String
open var open var wordBreak: String
open var open var wordSpacing: String
open var open var wordWrap: String
open var open var writingMode: String
open var open var zIndex: String
open var _dashed_attribute: String
open var _camel_cased_attribute: String
open var _webkit_cased_attribute: String
fun getPropertyValue(property: String): String
fun getPropertyPriority(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally)
fun setProperty(property: String, value: String)
fun removeProperty(property: property): String
override fun item(index: Int): String

companion object {
    fun escape(ident: String): String
}

public external interface UnionElementOrProcessingInstruction
/**
 * Exposes the JavaScript
 */

/*
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 * Language contributors.
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 * license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See

package org.w3c.dom.encryptedmedia

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.svg.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*

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org.w3c.workers.*
.osgi.org.w3c worker.

public interface MediaKeySystemConfiguration {
    var
    label: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    
    var initDataTypes: Array<String> /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    
    var audioCapabilities: Array<MediaKeySystemMediaCapability> /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    
    var videoCapabilities: Array<MediaKeySystemMediaCapability> /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    
    var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
    get() = definedExternally
    set(value) = definedExternally
    
    var persistentState: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
    get() = definedExternally
    set(value) = definedExternally
    
    var sessionTypes: Array<String> /* = undefined */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes
    return o
}

public abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuseschange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val initDataType: String
    open val message: Any
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onerror: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit) : Event {
    open val initDataType: String
    open val message: Any
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onerror: ((MessageEvent) -> dynamic)?
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}
val initData: ArrayBuffer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
    var initData: ArrayBuffer? /* = null */
        get() = definedExternally
    cancelable: Boolean? = false,
        set(value) = definedExternally
        get() = definedExternally
    }

@kotlin.internal.InlineOnly
public inline fun MediaEncryptedEventInit(initDataType: String? = "", initData: ArrayBuffer? = null, bubbles: Boolean? = false,
    cancelable: Boolean? = false): MediaEncryptedEventInit {
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeyStatus.COMPARTMENT.PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.COMPARTMENT.INTERNAL_ERROR: MediaKeyStatus get() = "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()
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*/

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details

package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.eventsource.*
import org.w3c.dom.events.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediachead.*
import org.w3c.dom.mediasearch.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?

    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
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```
  val o = js("({})")
  o["screenX"] = screenX
  o["screenY"] = screenY
  o["clientX"] = clientX
  o["clientY"] = clientY
  o["button"] = button
  o["buttons"] = buttons
  o["relatedTarget"] = relatedTarget
  o["region"] = region
  o["ctrlKey"] = ctrlKey
  o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierFnLock"] = modifierFnLock
  o["modifierHyper"] = modifierHyper
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["modifierSymbolLock"] = modifierSymbolLock
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o
}

public external interface EventModifierInit : UIEventInit {
  var ctrlKey: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var shiftKey: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var altKey: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var metaKey: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierAltGraph: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierCapsLock: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierFn: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierFnLock: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierHyper: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierNumLock: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierScrollLock: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierSuper: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierSymbol: Boolean?
    get() = definedExternally
    set(value) = definedExternally
  var modifierSymbolLock: Boolean?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
  val o = js("({})")
  o["ctrlKey"] = ctrlKey
  o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierFnLock"] = modifierFnLock
  o["modifierHyper"] = modifierHyper
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["modifierSymbolLock"] = modifierSymbolLock
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o
}
```

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open
class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
    }
can be found in the license/LICENSE.txt file. *不免于 // NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!* // See github.com/kotlin/dukat for details

import org.khronos.webgl. *\nimport org.w3c.css.masking. *\nimport org.w3c.dom.clipboard. *\nimport org.w3c.dom.css. *\nimport org.w3c.dom.encryptionmedia. *\nimport org.w3c.dom.events. *\nimport org.w3c.dom.mediacapture. *\nimport org.w3c.dom.mediasource. *\nimport org.w3c.dom.parsing. *\nimport org.w3c.dom.pointerevents. *\nimport org.w3c.dom.svg. *\nimport org.w3c.dom.url. *\nimport org.w3c.fetch. *\nimport org.w3c.files. *\nimport org.w3c.notifications. *\nimport org.w3c.performance. *\nimport org.w3c.workers. *\nimport org.w3c.xhr. *\n
// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptionmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class HTMLAllCollection {
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
    fun namedItem(name: String): UnionElementOrHTMLCollection?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
 *
 */
public external abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 *
 */
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 *
 */
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) = asDynamic()[index] = option

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 *
 */
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
ElementContentEditable, ElementCSSInlineStyle { open var title: String
open var lang: String
open var translate: Boolean
open var dir: String
open var dataset: DOMStringMap
open var hidden: Boolean
open var tabIndex: Int
open var accessKey: String
open var accessKeyLabel: String
open var draggable: Boolean
open val dropzone: DOMTokenList
open var contextMenu: HTMLMenuElement?
open var spellcheck: Boolean
open var innerText: String
open val offsetParent: Element?
open val offsetTop: Int
open val offsetLeft: Int
open val offsetWidth: Int
open val offsetHeight: Int
fun click()
fun focus()
fun blur()
fun forceSpellCheck()

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 *
 */
public external abstract class HTMLUnknownElement : HTMLElement

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

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DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

\[
\text{Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin's } /\text{external abstract class DOMStringMap}\text{.}
\]

DOMStringMap.get(name: String): String? = asDynamic()[name]@kotlin.internal.InlineOnly\text{.inline operator fun }

DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }@kotlin\text{.inline * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin's } /\text{external abstract class HTMLHtmlElement : HTMLElement}\text{.}

HTMLHtmlElement\text{.}

\[
\text{Open Source Used In Cisco Nexus Dashboard Insights 6.1.1}
\]

11053

**Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin's**

HTMLHeadElement

\[
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\]

11053
**Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin**

```
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin**

```
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin**

```
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin**

```
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short

DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement,TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open var referrerPolicy: String
    open var name: String
open var lowsrc: String
open var align: String
open var hspace: Int
open var vspace: Int
open var longDesc: String
open var border: String
open val x: Int
open val y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
open var allowFullscreen:
Boolean
open var allowUserMedia: Boolean
open var width: String
open var height: String
open var referrerPolicy: String
open val contentDocument: Document?
open val contentWindow: Window?
open var align: String
open var scrolling: String
open var frameBorder: String
open var marginHeight: String
open var marginWidth: String
fun getSVGDocument(): Document?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
*/
public external abstract class HTMLEmbedElement : HTMLElement {
open var src: String
open var type: String
open var width: String
open var height: String
open var align: String
open var name: String
fun getSVGDocument(): Document?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
*/
public external abstract class HTMLObjectElement : HTMLElement {
open var data: String
open var typeMustMatch: Boolean
open var name: String
open var useMap: String
open val form: HTMLFormElement?
open var width: String
open var height: String
open val contentDocument: Document?
open val contentWindow: Window?
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open var align: String
open var archive: String
open var hspace: Int
open var standby: String
open var vspace: Int
open var codeBase: String
open var codeType: String
open var border: String
fun getSVGDocument(): Document?
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
*/
public external abstract class HTMLParamElement : HTMLElement {
open var name: String
open var value: String
open var type: String
open var valueType: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
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[HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) *Exposes the JavaScript HTMLVideoElement to Kotlin*

```kotlin
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
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---

```kotlin
// Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin

public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open val seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var onencrypted: ((Event) -> dynamic)?
    open var onwaitingforkey: ((Event) -> dynamic)?
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */

public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */

public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin
 */

public external abstract class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var enabled: Boolean
    open val sourceBuffer: SourceBuffer?
}

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */

public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open fun getTrackByIndex(index: Int): VideoTrack
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]
```

---

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/**
 * Exposes the JavaScript
[HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin */
public
external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var noReferrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin */
public
external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLCollection
    open var rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot()
    fun createTBody(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin */
public
external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin */
public
external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
String\n
companion object {\n   val ELEMENT_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n}

/**\n * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin\n */
public external abstract class HTMLTableSectionElement : HTMLElement {\n    open val rows: HTMLCollection\n    open var align: String\n    open var ch: String\n    open var chOff: String\n    open var vAlign: String\n    fun insertRow(index: Int = definedExternally): HTMLElement\n    fun deleteRow(index: Int)\n
    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }

    /**\n     * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin\n     */
    public external abstract class HTMLTableRowElement : HTMLElement {\n        open var rowIndex: Int\n        open var sectionRowIndex: Int\n        open val cells: HTMLCollection\n        open var align: String\n        open var ch: String\n        open var chOff: String\n        open var vAlign: String\n        open var bgColor: String\n        fun insertCell(index: Int = definedExternally): HTMLElement\n        fun deleteCell(index: Int)\n
        companion object {\n            val ELEMENT_NODE: Short\n            val ATTRIBUTE_NODE: Short\n            val TEXT_NODE: Short\n            val CDATA_SECTION_NODE: Short\n            val ENTITY_REFERENCE_NODE: Short\n            val ENTITY_NODE: Short\n            val PROCESSING_INSTRUCTION_NODE: Short\n            val COMMENT_NODE: Short\n            val DOCUMENT_NODE: Short\n            val DOCUMENT_TYPE_NODE: Short\n            val DOCUMENT_FRAGMENT_NODE: Short\n            val NOTATION_NODE: Short\n            val DOCUMENT_POSITION_DISCONNECTED: Short\n            val DOCUMENT_POSITION_PRECEDING: Short\n            val DOCUMENT_POSITION_FOLLOWING: Short\n            val DOCUMENT_POSITION_CONTAINS: Short\n            val DOCUMENT_POSITION_CONTAINED_BY: Short\n            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }

    /**\n     * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin\n     */
    public external abstract class HTMLTableCellElement : HTMLElement {\n        open var colSpan: Int\n        open var rowSpan: Int\n        open var headers: String\n        open val cellIndex: Int\n        open var scope: String\n        open var abbr: String\n        open var align: String\n        open var axis: String\n        open var height: String\n        open var width: String\n        open var ch: String\n        open var chOff: String\n        open var noWrap: Boolean\n        open var vAlign: String\n        open var bgColor: String\n
        companion object {\n            val ELEMENT_NODE: Short\n            val ATTRIBUTE_NODE: Short\n            val TEXT_NODE: Short\n            val CDATA_SECTION_NODE: Short\n            val ENTITY_REFERENCE_NODE: Short\n            val ENTITY_NODE: Short\n            val PROCESSING_INSTRUCTION_NODE: Short\n            val COMMENT_NODE: Short\n            val DOCUMENT_NODE: Short\n            val DOCUMENT_TYPE_NODE: Short\n            val DOCUMENT_FRAGMENT_NODE: Short\n            val NOTATION_NODE: Short\n            val DOCUMENT_POSITION_DISCONNECTED: Short\n            val DOCUMENT_POSITION_PRECEDING: Short\n            val DOCUMENT_POSITION_FOLLOWING: Short\n            val DOCUMENT_POSITION_CONTAINS: Short\n            val DOCUMENT_POSITION_CONTAINED_BY: Short\n            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }

}
definedExternally)\n  fun stepDown(n: Int = definedExternally)\n  fun checkValidity(): Boolean\n  fun reportValidity(): Boolean\n  fun setCustomValidity(error: String)\n  fun select()\n  fun setRangeText(replacement: String)\n  fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)\n  fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1  11070

[HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin

```kotlin
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open var labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open var type: String
    open val elements: HTMLCollection
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open var form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
CacheStorage
  fun btoa(data: String): String
  fun atob(data: String): String
  fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
  fun clearTimeout(handle: Int = definedExternally)
  fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
  fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
  fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]
MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin

```kotlin
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}
```

Exposes the JavaScript

[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin

```kotlin
public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
}
```

Exposes the JavaScript

[CanvasImageSource](https://developer.mozilla.org/en/docs/Web/API/CanvasImageSource) to Kotlin

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}
```

Exposes the JavaScript

[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin

```kotlin
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrWindowProxy?
    open val ports: Array<MessagePort>
}
```

Exposes the JavaScript
o["withCredentials"] = withCredentials\n    return o
}

/**
 * Exposes the JavaScript
 [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin
 */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    (Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)
}

/**
 * Exposes the JavaScript 
 [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    var wasClean: Boolean
    var code: Short
    var reason: String
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */
public external open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}

/**
 * Exposes the JavaScript
 [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the JavaScript
 [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the JavaScript
 [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((PromiseRejectionEvent) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the JavaScript
 [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external
interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
        override fun terminate()
        fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String?
    var oldValue: String?
    var newValue: String?
    var url: String
}

interface AbstractWorker { var onerror: ((Event) -> dynamic)? get() = definedExternally set(value) = definedExternally
}
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longdesc: String
    open var noscript: Boolean
    open var contentDocument: Document
    open val contentWindow: Window
    open val marginheight: String
    open val marginwidth: String
    open var companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
}
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

\[
\text{Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin}\]

**Kotlin external abstract class**

```
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val ScrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open val innerHTML: String
    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scroll(options: ScrollToOptions = definedExternally)
    fun scroll(x: Double, y: Double)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollTo(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollBy(x: Double, y: Double)
    fun insertAdjacentHTML(position: String, text: String)
    fun setPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun requestFullscreen(): Promise<Unit>
}
```

**Companion object**

```
public companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
```

**External interface**

```
fun getFactoryNodeMap(): NodeFactoryMap
fun hasPrototypeOf(factoryNodeMap: NodeFactoryMap): Boolean
fun getDocumentMap(factoryNodeMap: NodeFactoryMap): Document
fun hasProperties(factoryNodeMap: NodeFactoryMap): Boolean
fun hasChildren(factoryNodeMap: NodeFactoryMap): Boolean
fun hasAttributes(factoryNodeMap: NodeFactoryMap): Boolean
fun getAttributeNames(factoryNodeMap: NodeFactoryMap): Array<String>
fun getAttribute(qualifiedName: String, factoryNodeMap: NodeFactoryMap): String?
fun getAttributeNS(namespace: String?, localName: String, factoryNodeMap: NodeFactoryMap): String?
fun setAttribute(qualifiedName: String, value: String, factoryNodeMap: NodeFactoryMap)
fun setAttributeNS(namespace: String?, qualifiedName: String, value: String, factoryNodeMap: NodeFactoryMap)
fun removeAttribute(qualifiedName: String, factoryNodeMap: NodeFactoryMap)
fun removeAttributeNS(namespace: String?, localName: String, factoryNodeMap: NodeFactoryMap)
fun hasAttribute(qualifiedName: String, factoryNodeMap: NodeFactoryMap): Boolean
fun hasAttributeNS(namespace: String?, localName: String, factoryNodeMap: NodeFactoryMap): Boolean
fun getAttributeNode(qualifiedName: String, factoryNodeMap: NodeFactoryMap): Attr?
fun getAttributeNodeNS(namespace: String?, localName: String, factoryNodeMap: NodeFactoryMap): Attr?
fun setAttributeNode(attr: Attr, factoryNodeMap: NodeFactoryMap): Attr?
fun setAttributeNodeNS(attr: Attr, factoryNodeMap: NodeFactoryMap): Attr?
fun attachShadow(init: ShadowRootInit, factoryNodeMap: NodeFactoryMap): ShadowRoot
fun closest(selectors: String, factoryNodeMap: NodeFactoryMap): Element?
fun matches(selectors: String, factoryNodeMap: NodeFactoryMap): Boolean
fun webkitMatchesSelector(selectors: String, factoryNodeMap: NodeFactoryMap): Boolean
fun getElementsByTagName(qualifiedName: String, factoryNodeMap: NodeFactoryMap): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String, factoryNodeMap: NodeFactoryMap): HTMLCollection
fun getElementsByClassName(classNames: String, factoryNodeMap: NodeFactoryMap): HTMLCollection
fun insertAdjacentElement(where: String, element: Element, factoryNodeMap: NodeFactoryMap): Element?
fun insertAdjacentText(where: String, data: String, factoryNodeMap: NodeFactoryMap)
fun getClientRects(factoryNodeMap: NodeFactoryMap): Array<DOMRect>
fun getBoundingClientRect(factoryNodeMap: NodeFactoryMap): DOMRect
fun scrollIntoView(factoryNodeMap: NodeFactoryMap)
fun scroll(options: ScrollToOptions = definedExternally, factoryNodeMap: NodeFactoryMap)
fun scroll(x: Double, y: Double, factoryNodeMap: NodeFactoryMap)
fun scrollTo(options: ScrollToOptions = definedExternally, factoryNodeMap: NodeFactoryMap)
fun scrollTo(x: Double, y: Double, factoryNodeMap: NodeFactoryMap)
fun scrollBy(options: ScrollToOptions = definedExternally, factoryNodeMap: NodeFactoryMap)
fun scrollBy(x: Double, y: Double, factoryNodeMap: NodeFactoryMap)
fun insertAdjacentHTML(position: String, text: String, factoryNodeMap: NodeFactoryMap)
fun setPointerCapture(pointerId: Int, factoryNodeMap: NodeFactoryMap)
fun releasePointerCapture(pointerId: Int, factoryNodeMap: NodeFactoryMap)
fun requestFullscreen(factoryNodeMap: NodeFactoryMap): Promise<Unit>
```
Kotlin

```kotlin
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun removeNamedItem(qualifiedName: String): Attr?
    fun getNamedItemNS(qualifiedName: String): Attr?
    fun override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
    fun asDynamic(): dynamic
    fun get(index: Int): Attr?
    fun asDynamic(): dynamic
    fun get(qualifiedName: String): Attr?
    override fun item(index: Int): Attr?
    override fun asDynamic(): dynamic
    override fun get(qualifiedName: String): Attr?
    override fun asDynamic(): dynamic
}

/*
 * Exposes the JavaScript 

```
```java
/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally)

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun rotate(angle: Double, originX: Double, originY: Double): DOMMatrix
    fun rotateFromVector(x: Double, y: Double, z: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
}
```

---

**Open Source Used In Cisco Nexus Dashboard Insights 6.1.1**
CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()

TextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

SelectionMode.Companion.PRESERVE: SelectionMode get() = "preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface CanvasLineJoin
"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
  companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
  companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
  companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
  companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
  companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
  companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
  companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
  companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()
s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! * See github.com/kotlin/dukat for details */

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript Headers to Kotlin
 */
public open external class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript Body to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript Request to Kotlin
 */
public open external class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    get() = definedExternally
    set(value) = definedExternally
    var headers: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var body: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var referrer: String?
    get() = definedExternally
    set(value) = definedExternally
    var referrerPolicy: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var mode: RequestMode?
    get() = definedExternally
    set(value) = definedExternally
    var credentials: RequestCredentials?
    get() = definedExternally
    set(value) = definedExternally
    var cache: RequestCache?
    get() = definedExternally
    set(value) = definedExternally
    var redirect: RequestRedirect?
    get() = definedExternally
    set(value) = definedExternally
    var integrity: String?
    get() = definedExternally
    set(value) = definedExternally
    var keepalive: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var window: Any?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript Response to Kotlin
 */
public external class Response(body: dynamic, init: ResponseInit = definedExternally, headers: Headers): Body {
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(body: dynamic, headers: Headers): ResponseInit {
    val o = js("({})")
    o["body"] = body
    o["headers"] = headers
    return o
}

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"sharedworker".asDynamic().unsafeCast<RequestDestination>()

private val RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()

private val RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()

private val RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

private val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()

private val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

private val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

private val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

private val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

private val RequestCache.Companion.RELOAD: RequestCache get() =
"reload".asDynamic().unsafeCast<RequestCache>()

private val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

private val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

private val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() =
"only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

private val RequestRedirect.Companion.FOLLOW: RequestRedirect get() =
"follow".asDynamic().unsafeCast<RequestRedirect>()

private val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

private val RequestRedirect.Companion.MANUAL: RequestRedirect get() =
"manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

private val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

private val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

private val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

private val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

private val ResponseType.Companion.OPAQUE: ResponseType get() =
"opaque".asDynamic().unsafeCast<ResponseType>()
ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() =
"opaqueredirect".asDynamic().unsafeCast<ResponseType>();/*
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 * Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that
 * can be found in the license/LICENSE.txt file. See github.com/kotlin/dukat for details
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 * [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 * [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
  {\n    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
  }

public external interface MediaTrackCapabilities
  {\n    var width: ULongRange?
      get() = definedExternally
      set(value) = definedExternally
    var height: ULongRange?
      get() = definedExternally
      set(value) = definedExternally
    var aspectRatio: DoubleRange?
      get() = definedExternally
      set(value) = definedExternally
    var frameRate: DoubleRange?
      get() = definedExternally
      set(value) = definedExternally
    var facingMode: Array<String>?
      get() = definedExternally
      set(value) = definedExternally
    var resizeMode: Array<String>?
      get() = definedExternally
      set(value) = definedExternally
    var volume: DoubleRange?
      get() = definedExternally
      set(value) = definedExternally
    var sampleRate: ULongRange?
      get() = definedExternally
      set(value) = definedExternally
    var sampleSize: ULongRange?
      get() = definedExternally
      set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
      get() = definedExternally
      set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
      get() = definedExternally
      set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
      get() = definedExternally
      set(value) = definedExternally
    var latency: DoubleRange?
      get() = definedExternally
      set(value) = definedExternally
    var channelCount: ULongRange?
      get() = definedExternally
      set(value) = definedExternally
    var deviceId: String?
      get() = definedExternally
      set(value) = definedExternally
    var groupId: String?
      get() = definedExternally
      set(value) = definedExternally
  }

@kotlin.internal.InlineOnly
  {\n    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
  }

/**
 * Exposes the JavaScript
 * [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet
  {\n    var advanced: Array<MediaTrackConstraintSet>?
      get() = definedExternally
      set(value) = definedExternally
  }

@kotlin.internal.InlineOnly
  {\n    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
  }

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```
resizeMode
  o["volume"] = volume
  o["sampleRate"] = sampleRate
  o["sampleSize"] = sampleSize
  o["echoCancellation"] = echoCancellation
  o["autoGainControl"] = autoGainControl
  o["noiseSuppression"] = noiseSuppression
  o["deviceId"] = deviceId
  o["groupId"] = groupId
  return o
}]

public external interface

MediaTrackConstraintSet {
  var width: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var height: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var aspectRatio: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var frameRate: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var sampleRate: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var sampleSize: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var echoCancellation: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var autoGainControl: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var noiseSuppression: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var latency: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var channelCount: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var deviceId: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var groupId: dynamic
      get() = definedExternally
      set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin *\n
public external interface MediaTrackSettings {
  var width: Int?
      get() = definedExternally
      set(value) = definedExternally
  var height: Int?
      get() = definedExternally
      set(value) = definedExternally
  var aspectRatio: Double?
      get() = definedExternally
      set(value) = definedExternally
  var frameRate: Double?
      get() = definedExternally
      set(value) = definedExternally
  var sampleRate: Int?
      get() = definedExternally
      set(value) = definedExternally
  var sampleSize: Int?
      get() = definedExternally
      set(value) = definedExternally
  var echoCancellation: Boolean?
      get() = definedExternally
      set(value) = definedExternally
  var autoGainControl: Boolean?
      get() = definedExternally
      set(value) = definedExternally
  var noiseSuppression: Boolean?
      get() = definedExternally
      set(value) = definedExternally
  var latency: Double?
      get() = definedExternally
      set(value) = definedExternally
  var channelCount: Int?
      get() = definedExternally
      set(value) = definedExternally
  var deviceId: String?
      get() = definedExternally
      set(value) = definedExternally
  var groupId: String?
      get() = definedExternally
      set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSettings(width: Int? = undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined,
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin

 * An public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
 *     \n *     val open val track: MediaStreamTrack
 *     companion object {
 *         val NONE: Short
 *         val CAPTURING_PHASE: Short
 *         val AT_TARGET: Short
 *         val BUBBLING_PHASE: Short
 *     }
 * }

 * public external class MediaStreamTrackEventInit : EventInit {
 *     var track: MediaStreamTrack
 *         get() = definedExternally
 *         set(value) = definedExternally
 * }

 *     val o = js("({})")
 *     o["track"] = track
 *     o["bubbles"] = bubbles
 *     o["cancelable"] = cancelable
 *     o["composed"] = composed
 *     return o
 * }

 * public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
 *     \n *     val open val AT_TARGET: Short
 *     companion object {
 *         val NONE: Short
 *         val CAPTURING_PHASE: Short
 *         val AT_TARGET: Short
 *         val BUBBLING_PHASE: Short
 *     }
 * }

 * public external interface OverconstrainedErrorEventInit : EventInit {
 *     var error: dynamic
 *         get() = definedExternally
 *         set(value) = definedExternally
 * }

 *     val o = js("({})")
 *     o["error"] = error
 *     o["bubbles"] = bubbles
 *     o["cancelable"] = cancelable
 *     o["composed"] = composed
 *     return o
 * }

 * /**
 * Exposes the JavaScript
[MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 *
 * An public external abstract class MediaDevices : EventTarget {
 *     \n *     open fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
 *     open fun getSupportedConstraints(): MediaStreamConstraints
 *     open fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
 * }

 * /**
 * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 *
 * An public external abstract class MediaDeviceInfo {
 *     \n *     open val deviceId: String
 *     open val kind: MediaDeviceKind
 *     fun toJSON(): dynamic
 * }

 * An public external abstract class InputDeviceInfo : MediaDeviceInfo {
 *     \n *     fun getCapabilities(): MediaTrackCapabilities
 *     fun getSettings(): Settings
 * }

 * /**
 * Exposes the JavaScript
[DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin

VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "crop-and-scale".asDynamic().unsafeCast<VideoResizeModeEnum>()

MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()
/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * See github.com/kotlin/dukat for details
 */

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["tweak"] = tweak
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
}
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: dynamic, index: Int)
    fun replaceItem(newItem: dynamic, index: Int)
    fun removeItem(index: Int)
    fun appendItem(newItem: dynamic)
    fun getItem(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

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fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
fun removeItem(index: Int): SVGNumber
fun appendItem(newItem: SVGNumber): SVGNumber
fun getItem(index: Int): SVGNumber

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRect
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public
inline operator fun SVGStringList.get(index: Int): String? =
asDynamic()[index]@ nonatomic.InlineOnly\public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }@ nonatomic.* Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin

*\@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\public external interface SVGUnitTypes

\{ companion object { \n val SVG_UNIT_TYPE_UNKNOWN: Short \n val SVG_UNIT_TYPE_USERSPACEONUSE: Short \n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short \n \}

*\@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\public external interface SVGTests

\{ val requiredExtensions: SVGStringList \n val systemLanguage: SVGStringList \n \}

\} \n
*\@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\public external interface SVGZoomAndPan

\{ \n var zoomAndPan: Short \n \}

\} \n
*\@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\public external interface SVGSVGElement

\{ \n open val x: SVGAnimatedLength \n open val y: SVGAnimatedLength \n open val width: SVGAnimatedLength \n open val height: SVGAnimatedLength \n open val currentScale: Float \n open var currentTranslate: DOMPointReadOnly \n fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList \n fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList \n fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean \n fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean \n fun deselectAll(): Unit \n fun createSVGLength(): SVGLength \n fun createSVGAngle(): SVGAngle \n fun createSVGPoint(): DOMPoint \n fun createSVGMatrix(): DOMMatrix \n \}

\} \n
*\@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\public external interface SVGGElement

\{ \n \}

\} \n
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 11119
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin

```kotlin
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin

```kotlin
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgElement) to Kotlin

```kotlin
public external abstract class SVGSvgElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

Exposes the JavaScript [SVGAnimateElement](https://developer.mozilla.org/en/docs/Web/API/SVGSvgElement) to Kotlin

```kotlin
public external abstract class SVGAnimateElement : SVGElement, SVGAnimateElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGAnimateElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface
Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin in

```kotlin
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]
@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }
```

Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin in

```kotlin
/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal:
```

### Open Source Used in Cisco Nexus Dashboard Insights 6.1.1

[11122]
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 11123
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun
package Open Source Used In Cisco Nexus Dashboard Insights 6.1.1

SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

public inline

operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 */

public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
 */

public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
 */

public external abstract class SVGTextContentElement : SVGGraphicsElement {

    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {

        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 */

public external abstract class SVGTextPositioningElement : SVGTextContentElement {

    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {

        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short

        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOC

**


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[SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin

```kotlin
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ENTITY_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
    }
}
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NOTICE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!// See github.com/kotlin/dukat for details

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 * license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!// See github.com/kotlin/dukat for details

val DOCUMENT_POSITION_FOLLOWING: Short = 1
val DOCUMENT_POSITION_CONTAINS: Short = 4
val DOCUMENT_POSITION_CONTAINED_BY: Short = 8
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = 16

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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
**Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin

```kotlin
/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: dynamic
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any?
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    get() = definedExternally
    set(value) = definedExternally
    var lang: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var body: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var tag: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var image: String?
        get() = definedExternally
        set(value) = definedExternally
    var icon: String?
        get() = definedExternally
        set(value) = definedExternally
    var badge: String?
        get() = definedExternally
        set(value) = definedExternally
    var sound: String?
        get() = definedExternally
        set(value) = definedExternally
    var vibrate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var timestamp: Number?
        get() = definedExternally
        set(value) = definedExternally
    var renotify: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var silent: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var noscreen: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var sticky: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var actions: Array<NotificationAction>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
        get() = definedExternally
        set(value) = definedExternally
    var title: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["action"] = action
    return o
}

/**
 * Exposes the
 */
JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin

```kotlin
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
    ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {

        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {

    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
```

---

*An@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") in public external interface NotificationPermission.Companion.DEFAULT: NotificationPermission.get() = "default".asDynamic().unsafeCast<NotificationPermission>()

NotificationPermission Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()

NotificationPermission Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()

NotificationPermission Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

NotificationDirection Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

NotificationDirection Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

NotificationDirection Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

---

See [github.com/kotlin/dukat](https://github.com/kotlin/dukat) for details

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See [github.com/kotlin/dukat](https://github.com/kotlin/dukat) for details

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Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin

```kotlin
public external abstract class ServiceWorkerContainer : EventTarget {
    open val open: String
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations(): Array<ServiceWorkerRegistration>
}
```

```kotlin
public external interface RegistrationOptions {
    var scope: String?
    fun get(): Promise<ServiceWorkerRegistration>
    fun set(value: String): Promise<ServiceWorkerRegistration>
}
```

```kotlin
public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
    var origin: String?
    var lastEventId: String?
    var source: UnionMessagePortOrServiceWorker?
    var ports: Array<MessagePort>?
}
```

```kotlin
public external interface ServiceWorkerMessageEvent : Event {
    var data: Any?
    var origin: String?
    var lastEventId: String?
    var source: UnionMessagePortOrServiceWorker?
    var ports: Array<MessagePort>?
}
```

```kotlin
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((Event) -> dynamic)?
    open var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}
```

```kotlin
public external interface Client : UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic>): Promise<Any?>
}
```

```kotlin
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open var focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}
```

```kotlin
public external abstract class Clients {
    fun get(id: String): Promise<Any?>
}
```

set(value) = definedExternally

```kotlin
var headers: Array<String>?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit =
    definedExternally): ExtendableEvent {
    open val data: Any?
    open val origin: String
    open val lastEventId:
        String
    open val source: UnionClientOrMessagePortOrServiceWorker?
    open val ports: Array<out
        MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface
    ExtendableMessageEventInit : ExtendableEventInit {
        var data: Any?
            get() = definedExternally
            set(value) = definedExternally
        var origin: String?
            get() = definedExternally
            set(value) = definedExternally
        var lastEventId: String?
            get() = definedExternally
            set(value) = definedExternally
        var source: UnionClientOrMessagePortOrServiceWorker?
            get() = definedExternally
            set(value) = definedExternally
        var ports: Array<MessagePort>?
            get() = definedExternally
            set(value) = definedExternally
    }
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun
    ExtendableMessageEventInit(data: Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined,
        source: UnionClientOrMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined,
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
        Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Unit>
}
```

```kotlin
public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}
```

```kotlin
public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}
```
declaration annotated with `@ExperimentalStdlibApi` must be accepted either by
* annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`;
* or by using the compiler argument `-Xopt-in=kotlin.ExperimentalStdlibApi`
* or by annotating the declaration with the
* `@OptIn(ExperimentalStdlibApi::class)` annotation,
* e.g. `@OptIn(ExperimentalStdlibApi::class)`,
* or by using the compiler argument `-Xopt-in=kotlin.ExperimentalStdlibApi`.
*/
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(
CLASS,
ANNOTATION_CLASS,
PROPERTY,
FIELD,
LOCAL_VARIABLE,
VALUE_PARAMETER,
CONSTRUCTOR,
FUNCTION,
PROPERTY_GETTER,
PROPERTY_SETTER,
TYPEALIAS)
@MustBeDocumented
@.SinceKotlin("1.3")
package kotlin
import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function
from the calls in the annotated function parameter of that function.

 * When this annotation is placed on a
generic function parameter of a function, it enables to infer the type arguments of that function
from the lambda body passed to that parameter.
*/
@Retention(AnnotationRetention.BINARY)
@Target(VALUE_PARAMETER, FUNCTION,
PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
public annotation class BuilderInference

/**
 * Enables overload selection based on the type of the value
 * returned from lambda argument.
 * When two or more function overloads have otherwise the same parameter
 * lists that differ only in the return type of a functional parameter, this annotation enables overload selection by the
type of the value returned from the lambda function passed to this parameter.
*/
@Retention(AnnotationRetention.BINARY)
@Target(FUNCTION)
@SinceKotlin("1.4")
@Experimental
public annotation class OverloadResolutionByLambdaReturnType

/**
 * The experimental multiplatform support API marker.
 *
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by
* annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`;
* or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`
* or by using the
* `@OptIn(ExperimentalMultiplatform::class)` annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`;
* or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
*/
@Suppress("DEPRECATION")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(
CLASS,
ANNOTATION_CLASS,
PROPERTY,
FIELD,
LOCAL_VARIABLE,
VALUE_PARAMETER,
CONSTRUCTOR,
FUNCTION,
PROPERTY_GETTER,
PROPERTY_SETTER,
TYPEALIAS)
@SinceKotlin("1.2.50")
@VersionKind =
/*
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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.
 *
 * Call sites of any declaration annotated with that marker should opt in to the API either by using [OptIn],
 * or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 *
 * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
 * @property level specifies how usages of API without an explicit opt-in are reported in code.
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMpiler_VERSION)
public annotation class RequiresOptIn(
    val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that should be reported on usages which did not explicitly opted into
     * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this API. */
        WARNING,

        /** Specifies that an error should be reported on incorrect usages of this API. */
        ERROR,
    }
}

/**
 * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [OptIn], its usages are **not** required to opt in to that API.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 */
@Target(
    CLASS, PROPERTY,
    LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
    PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS
)
@Retention(SOURCE)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMpiler_VERSION)
@RequiresOptIn("")
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)

/*
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 */
package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is covariant in its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract
    override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
        all { contains(it) } // use when js will support bound refs: elements.all(this::contains)
the specified [minCapacity].

    * If the current capacity is less than the [minCapacity], a new backing
      storage is allocated with greater capacity.
    * Otherwise, this method takes no action and simply returns.

    * private fun ensureCapacity(minCapacity: Int) {
      if (minCapacity < 0) throw IllegalArgumentException("Deque is too big.
    */
      // overflow
      if (minCapacity <= elementData.size) return
      if (elementData == emptyElementData) {
        val newCapacity = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
        return
      }

      val newCapacity = newCapacity(elementData.size, minCapacity)
      copyElements(newCapacity) /\*"n * Creates a new array with the specified [newCapacity] size and
      copies elements in the [elementData] array to it.
    */
    private fun copyElements(newCapacity: Int) {
      val newElements = arrayOfNulls<Any?>(newCapacity)
      elementData.copyInto(newElements, 0, head, elementData.size)
      head = newCapacity
      @kotlin.internal.InlineOnly
      private inline fun internalGet(internalIndex: Int): E {
        return elementData[internalIndex] as E
      }

      private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index
      private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index
      @kotlin.internal.InlineOnly
      private inline fun internalIndex(index: Int): Int = positiveMod(head + index)
      private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1
      private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1
      override fun isEmpty(): Boolean = size == 0
      /**
       * Returns the first element, or throws [NoSuchElementException] if this deque is empty.
       */
      public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.
      else internalGet(head)
      /**
       * Returns the first element, or `null` if this deque is empty.
       */
      public fun firstOrNull(): E? = if (isEmpty()) null else first()
      /**
       * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException]
       if this deque is empty.
       */
      public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.
      else internalGet(lastIndex)
      /**
       * Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty.
       */
      public fun lastOrNull(): E? = if (isEmpty()) null else last()
      /**
       * Prepends the specified [element] to this deque.
       */
      public fun addFirst(element: E) {
        ensureCapacity(size + 1)
        head = decremented(head)
        elementData[head] = element
        size += 1
      }
      public override fun add(index: Int, element: E) {
        AbstractList.checkPositionIndex(index, size)
        if (index == size) {
          addLast(element)
          return
        } else if (index == 0) {
          addFirst(element)
          return
        }
        ensureCapacity(size + 1)
        // Elements in circular array lay in 2 ways:
        // 1. `head` is less than `tail`:
        //   [#, #, #, e1, e2, #]
        // 2. `head` is greater than `tail`:
        //   [e3, #, #, #, e1, e2]
      }
      return
    }
  }
}
insertion index is not equal to head or tail. // Also the circular array can store at least one more element.
// Depending on where the given element must be inserted the preceding or the succeeding elements will be shifted to make room for the element to be inserted. // In case the preceding elements are shifted // * if the insertion index is greater than the head (regardless of circular array form) // shift the preceding elements // * otherwise, the circular array has (2) form and the insertion index is less than tail // -> shift all elements in the back of the array // -> shift preceding elements in the front of the array // In case the succeeding elements are shifted // * if the insertion index is less than the tail (regardless of circular array form) // -> shift the succeeding elements // * otherwise, the circular array has (2) form and the insertion index is greater than head // -> shift all elements in the front of the array // -> shift succeeding elements in the back of the array

val internalIndex = internalIndex(index) if (index < (size + 1) shr 1) { // closer to the first element -> shift preceding elements
    val decrementedInternalIndex = decremented(internalIndex)
    val decrementedHead = decremented(head)
    if (decrementedInternalIndex >= head) { // elementData[decrementedHead] = elementData[head] // head can be zero
        elementData.copyInto(elementData, head, head + 1,
            decrementedInternalIndex + 1)
    } else { // head > tail
        elementData.copyInto(elementData, head, head + 1,
            reduced(head) - 1, head, elementData.size) // head can’t be zero
        elementData[elementData.size - 1] = elementData[0]
        elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
    }
}

private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>): Array<E> {
    val iterator = elements.iterator()
    for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext()) break
        elementData[index] = iterator.next()
    }
    size += elements.size
    return true
}

public override fun addAll(index: Int, elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(index, size, index, size)
    return true
}

public override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    ensureCapacity(this.size + elements.size)
    copyCollectionElements(size, this.size, size)
    return true
}

private fun decremented(index: Int): Int

newTail = head
var modified = false
for (index in head until tail) {
    val element = elementData[index]
    if (predicate(element as E))
        elementData[newTail++] = element
    else
        modified = true
}

elementData.fill(null, newTail, tail)
for (index in head until elementData.size) {
    val element = elementData[index]
    @Suppress("UNCHECKED_CAST")
    if (predicate(element as E))
        elementData[newTail] = element
    else
        modified = true
}

newTail = positiveMod(newTail)
for (index in 0 until tail) {
    val element = elementData[index]
    elementData[index] = null
    @Suppress("UNCHECKED_CAST")
    if (predicate(element as E))
        elementData[newTail] = element
    else
        modified = true
}

newTail = negativeMod(newTail)
for (index in 0 until tail) {
    val element = elementData[index]
    if (predicate(element as E)) {
        elementData[newTail] = element
        newTail = incremented(newTail)
    } else {
        modified = true
    }
}

if (modified)
    size = negativeMod(newTail - head)

return modified
}

public override fun clear() {
    val tail = internalIndex(size)
    if (head < tail) {
        elementData.fill(null, head, tail)
    } else if (isNotEmpty()) {
        elementData.fill(null, head, elementData.size)
        elementData.fill(null, 0, tail)
    }
    head = 0
    size = 0
}

internal companion object {
    private val emptyElementData = emptyArray<Any?>()
    private const val maxArraySize = Int.MAX_VALUE - 8
    private const val defaultMinCapacity = 10

    internal fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {
        // overflow-conscious
        var newCapacity = oldCapacity + (oldCapacity shr 1)
        if (newCapacity - minCapacity < 0)
            newCapacity = minCapacity
        if (newCapacity - maxArraySize > 0)
            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize
        return newCapacity
    }
}

// For testing only
internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {
    val tail = internalIndex(size)
    if (isEmpty()) {
        structure(head, emptyArray())
        return
    }

    val elements = arrayOfNulls<Any?>(size)
    if (head < tail) {
        elementData.copyInto(elements, startIndex = head, endIndex = tail)
        structure(head, elements)
    } else {
        elementData.copyInto(elements, startIndex = head)
        elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)
        structure(head - elementData.size, elements)
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the
given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from
 * the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this array if it’s not empty
 * or the result of calling 
 * `defaultValue` function if
 * the array is empty.
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
        this

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Arrays.contentDeepEquals(a: Array<T>, b: Array<T>): Boolean {
    if (a.isEmpty() && b.isEmpty())
        return true
    else if (a.isEmpty() || b.isEmpty())
        return false
    else if (a.size != b.size)
        return false
    else
        for (i in a.indices)
            if (Arrays.notEqual(a[i], b[i]))
                return false
    return true
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the
given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from
 * the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this array if it’s not empty
 * or the result of calling 
 * `defaultValue` function if
 * the array is empty.
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
        this

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Arrays.contentDeepEquals(a: Array<T>, b: Array<T>): Boolean {
    if (a.isEmpty() && b.isEmpty())
        return true
    else if (a.isEmpty() || b.isEmpty())
        return false
    else if (a.size != b.size)
        return false
    else
        for (i in a.indices)
            if (Arrays.notEqual(a[i], b[i]))
                return false
    return true
}
String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
@Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name
 * and doesn't provide an implicit default (see [withDefault]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<String, V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * store the value associated with that name in the map.
 * @return the value.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key
 * and no implicit default was provided for that map.
 */

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key
 * and no implicit default was provided for that map.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault) return this.getOrImplicitDefault(key)
    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value
 * provided with the specified function [defaultValue].
 *
 * This implicit default value is used when the original map doesn't contain a value for the key
 * specified in the map and no implicit default value was provided for that map.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault -> this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function
 * [defaultValue].
 */
@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault -> this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private

V>> get() = map.entries\n override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
 default(key) })\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {\n override fun equals(other: Any?): Boolean = map.equals(other)\n override fun hashCode(): Int = map.hashCode()\n override fun toString(): String = map.toString()\n override val size: Int get() = map.size\n override fun isEmpty(): Boolean = map.isEmpty()\n override fun contains(key: K): Boolean = map.containsKey(key)\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map:MutableMap<K, V>, private val default: (key: K) -> V) :MutableMapWithDefault<K, V> {\n override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {\n override fun equals(other: Any?): Boolean = map.equals(other)\n override fun hashCode(): Int = map.hashCode()\n override fun toString(): String = map.toString()\n override val size: Int get() = map.size\n override fun isEmpty(): Boolean = map.isEmpty()\n override fun contains(key: K): Boolean = map.containsKey(key)\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map:MutableMap<K, V>, private val default: (key: K) -> V) :MutableMapWithDefault<K, V> {\n override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n\nprivate class Collection\n
sequence from this mutable collection. */
@kotlin.internal.InlineOnly
public inline operator fun <T>
    MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

/**
 * Adds all elements of the given [elements] collection to this [MutableCollection].
 */
@kotlin.internal.InlineOnly
public inline fun <T> 
   MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    return addAll(elements.asList())
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
@kotlin.internal.InlineOnly
public inline fun <T> 
   MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> 
   MutableList<T>.remove(index: Int): T

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> 
   MutableList<T>.removeFirst(): T

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T>
MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws
 * [NoSuchElementException] if the list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) = reverseElementIndex(index)

private fun List<*>.reversePositionIndex(index: Int) = reversePositionIndex(index)

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly<T>(this)

 /**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed and vice versa.
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedListReadOnly<T>(this)

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) = reverseElementIndex(index)

private fun List<*>.reversePositionIndex(index: Int) = reversePositionIndex(index)

/**
 * Builds a [Sequence] lazily yielding values one by one.
 */
@see kotlin.sequences.generateSequence
@Suppress("UNCHECKED_CAST")
return result
if (hasNext()) throw NoSuchElementException() else return nextValue

private fun exceptionalState(): Throwable = when (state) {
    State_Done -> NoSuchElementException()
    State_Failed -> IllegalStateException("Iterator has failed.")
    else -> IllegalStateException("Unexpected state of the iterator: $state")
}

override suspend fun yield(value: T) {
    nextValue = value
    state = State_Ready
    return suspendCoroutineUninterceptedOrReturn { c ->
        nextStep = c
        COROUTINE_SUSPENDED
    }
}

override suspend fun yieldAll(iterator: Iterator<T>) {
    if (!iterator.hasNext()) return
    nextIterator = iterator
    state = State_ManyReady
    return suspendCoroutineUninterceptedOrReturn { c ->
        nextStep = c
        COROUTINE_SUSPENDED
    }
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
    result.getOrThrow() // just rethrow exception if it is there
    state = State_Done
}

override val context: CoroutineContext
    get() = EmptyCoroutineContext
}

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }
}

    var buffer = ArrayList<T>(size.coerceAtMost(1024))
    var skip = 0
    for (e in iterator) {
        if (skip > 0) { skip -= 1; continue }
        buffer.add(e)
        if (buffer.size == size) {
            yield(buffer)
            if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)
            skip = step
        }
    }
    if (buffer.isNotEmpty()) {
        yield(buffer)
    }
}

internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {
    private var fromIndex: Int = 0
    private var _size: Int = 0

    fun move(fromIndex: Int, toIndex: Int) {
        checkRangeIndexes(fromIndex, toIndex, list.size)
        this.fromIndex = fromIndex
        this._size = toIndex - fromIndex
    }

    override fun get(index: Int): E {
        checkElementIndex(index, _size)
        return list[fromIndex + index]
    }

    override val size: Int get() = _size
}

/**
 * Provides ring buffer implementation.
 * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.
 */
private class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {
    init {
        require(filledSize >= 0) { "ring buffer filled size should not be negative but it is $filledSize" }
        require(filledSize <= buffer.size) { "ring buffer filled size: $filledSize cannot be larger than the buffer size: $buffer.size" }
        require(buffer.size < filledSize) { "$buffer.size cannot be larger than the buffer size: $filledSize" }
        require(buffer.size < capacity) { "buffer size: $buffer.size cannot be larger than the capacity: $capacity" }
        this._size = toIndex - fromIndex
        override fun get(index: Int): E {
            return list[fromIndex + index]
        }
        override fun override get(index: Int): E {
            return get(index)
        }
        override fun cap(): Int = filledSize
        override fun capacity(): Int = filledSize
        @Suppress("UNCHECKED_CAST")
        return buffer[startIndex.forward(index)] as T
    }
}

Private class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {
    init {
        require(filledSize >= 0) { "'ring buffer filled size should not be negative but it is $filledSize" }
        if (buffer.size < capacity) { "buffer size: $buffer.size cannot be larger than the capacity: $capacity" }
        require(buffer.size < capacity) { "buffer size: $buffer.size cannot be larger than the capacity: $capacity" }
    }
    override fun cap(): Int = filledSize
    override fun capacity(): Int = filledSize
    @Suppress("UNCHECKED_CAST")
    return buffer[startIndex.forward(index)] as T
    }
quickSort(arr, left, right) = if (left < index - 1) quickSort(arr, left, index - 1) else if (index < right) quickSort(arr, index, right)

// Interfaces

@ExperimentalUnsignedTypes
interface ContractBuilder {
    @Suppress("DEPRECATION") public fun returns(): Returns
    public fun returns(value: Any?): Returns
    public fun returnsNotNull(): Returns

    @ContractsDsl public fun callsInPlace(): ContractBuilder
    public fun callsInPlace(kind: InvocationKind): ContractBuilder

    @sample contracts.callsInPlace
}

// Utilities

fun partition(arr: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = arr[(left + right) / 2]
    while (i <= j) {
        while (arr[i] < pivot)
            i++
        while (arr[j] > pivot)
            j--

        if (i <= j) {
            val tmp = arr[i]
            arr[i] = arr[j]
            arr[j] = tmp
            i++
            j--
        }
    }
    return i
}

fun sortArray(arr: ULongArray, fn: (Int, Int, Int) -> Boolean): ULongArray {
    for (i in 0 until arr.size - 1) {
        for (j in 0 until arr.size - 1 - i) {
            if (fn(i, j, arr[i] < arr[j])) {
                val tmp = arr[i]
                arr[i] = arr[j]
                arr[j] = tmp
            }
        }
    }
    return arr
}

fun quickSort(arr: ULongArray, left: Int, right: Int) {
    val index = partition(arr, left, right)
    if (left < index - 1)
        quickSort(arr, left, index - 1)
    if (index < right)
        quickSort(arr, index, right)
}

fun sortArray(arr: ULongArray, fromIndex: Int, toIndex: Int): ULongArray {
    for (i in fromIndex until toIndex)
        for (j in i + 1 until toIndex)
            if (arr[j] < arr[i]) {
                val tmp = arr[i]
                arr[i] = arr[j]
                arr[j] = tmp
            }
    return arr
}

fun sortArray(arr: UIntArray, fromIndex: Int, toIndex: Int): UIntArray {
    for (i in fromIndex until toIndex)
        for (j in i + 1 until toIndex)
            if (arr[j] < arr[i]) {
                val tmp = arr[i]
                arr[i] = arr[j]
                arr[j] = tmp
            }
    return arr
}

fun sortArray(arr: UShortArray, fromIndex: Int, toIndex: Int): UShortArray {
    for (i in fromIndex until toIndex)
        for (j in i + 1 until toIndex)
            if (arr[j] < arr[i]) {
                val tmp = arr[i]
                arr[i] = arr[j]
                arr[j] = tmp
            }
    return arr
}

fun sortArray(arr: UByteArray, fromIndex: Int, toIndex: Int): UByteArray {
    for (i in fromIndex until toIndex)
        for (j in i + 1 until toIndex)
            if (arr[j] < arr[i]) {
                val tmp = arr[i]
                arr[i] = arr[j]
                arr[j] = tmp
            }
    return arr
}

@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public annotation class ContractBuilder

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    fun returns(): Returns
    fun returns(value: Any?): Returns
    fun returnsNotNull(): Returns

    fun callsInPlace(): ContractBuilder
    fun callsInPlace(kind: InvocationKind): ContractBuilder

    @sample contracts.callsInPlace
}
samples.contracts.callsInPlaceAtMostOnceContract
    * @sample
samples.contracts.callsInPlaceAtLeastOnceContract
    * @sample
samples.contracts.callsInPlaceExactlyOnceContract
    * @sample
samples.contracts.callsInPlaceUnknownContract
    */
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how
 * many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all. 
     * @sample
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times. 
     * @sample
    AT_LEAST_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called. 
     * @sample
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called. 
     * @sample
    UNKNOWN
}

/**
 * Specifies the contract of a function. 
 * The contract description must be at the beginning of a function and have at least one 
 * effect. 
 * Only the top-level functions can have a contract for now. 
 * @param builder the lambda where 
 * the contract of a function is described with the help of the [ContractBuilder] members. 
 */
/* @sample
* @sample samples.contracts.returnsContract
* @sample samples.contracts.returnsTrueContract
* @sample samples.contracts.returnsFalseContract
* @sample samples.contracts.returnsNullContract
* @sample samples.contracts.callsInPlaceAtMostOnceContract
* @sample samples.contracts.callsInPlaceAtLeastOnceContract
* @sample samples.contracts.callsInPlaceExactlyOnceContract
* @sample samples.contracts.callsInPlaceUnknownContract
*/
@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) { }

package kotlin.coroutines

/**
 * Marks coroutine context element that
 * intercepts coroutine continuations. 
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the 
 * interceptor and 
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and 
 * [getPolymorphicElement] and [minusPolymorphicKey] respectively. 
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either 
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 */
*An@SinceKotlin("1.3")@Suppress("UNUSED_PARAMETER")public inline fun contract(builder: 
    CoroutineBuilder.() -> Unit) { }

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 * license/LICENSE.txt file. 
 */

package kotlin.coroutines

/**
 * The key that defines *the* context interceptor. 
 * companion object Key : 
 * CoroutineContext.Key<ContinuationInterceptor>
 */
/* Returns continuation that wraps the original 
 * continuation, thus intercepting all resumptions. 
 * This function is invoked by coroutines framework when 
 * needed and the resulting continuations are
 * cached internally per each instance of the original [continuation]. 
 * This function may simply return original [continuation] if it does not want to intercept this particular 
 * continuation. 
 * When the original [continuation] completes, coroutines framework invokes 
 * with the resulting continuation if it was intercepted, that is if 
 * `interceptContinuation` had previously returned a different continuation instance. 
 * public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>
 */

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: 
    CoroutineBuilder.() -> Unit) { }

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 * license/LICENSE.txt file. 
 */
class ContinuationInterceptor : CoroutineInterceptor {
    private fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        return if (ContinuationInterceptor === key) this else null
    }

    override fun <E : CoroutineContext.Element> plus(context: CoroutineContext): CoroutineContext {
        val left = removed.minusKey(ContinuationInterceptor)
        if (left === EmptyCoroutineContext) CombinedContext(element, interceptor)
            else CombinedContext(CombinedContext(left, element), interceptor)
    }

    override fun-minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

class ContinuationInterceptor : CoroutineInterceptor {
    private fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        return if (ContinuationInterceptor === key) this else null
    }

    override fun <E : CoroutineContext.Element> plus(context: CoroutineContext): CoroutineContext {
        val left = removed.minusKey(ContinuationInterceptor)
        if (left === EmptyCoroutineContext) CombinedContext(element, interceptor)
            else CombinedContext(CombinedContext(left, element), interceptor)
    }

    override fun-minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}
Polymorphic elements can be extracted from the coroutine context using both element key and its supertype key. Example of polymorphic elements:

```kotlin
open class BaseElement : CoroutineContext.Element {
    companion object Key : CoroutineContext.Key<BaseElement>

    override val key: CoroutineContext.Key<*>
        get() = Key

    // It is important to use getPolymorphicKey and minusPolymorphicKey
        E? = getPolymorphicElement(key)

    override fun minusKey(key: CoroutineContext.Key<*>):
        CoroutineContext = minusPolymorphicElement(key, Key) = DerivedElement()

    companion object DerivedElement : BaseElement()
}
```

AbstractCoroutineContextKey<B : Element, E : B>:

```kotlin
class DerivedElement : BaseElement() {
    companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as?
        DerivedElement })
}
```

someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement instances

someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement instance

AbstractCoroutineContextKey for the example of usage:

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public abstract class AbstractCoroutineContextKey<B : CoroutineContext.Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: CoroutineContext.Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey

    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key

    // This method returns non-null value if either [Element.key] is equal to the given [key] or if the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].

    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public fun <E : CoroutineContext.Element> getPolymorphicElement(key: Key<E>): E? {
        if (key is AbstractCoroutineContextKey<*>> { E? = tryCast(key)
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun minusKey(key: Key<*>): CoroutineContext = emptyCoroutineContext
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "AbstractCoroutineContextKey<">
}
```

CombinedContext:

```kotlin
@SinceKotlin("1.3")
private class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : CoroutineContext.Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = left.fold(initial, operation) + element.fold(initial, operation)
    public override fun minusKey(key: Key<*>): CoroutineContext = left.minusKey(key) + element.minusKey(key)
}
```

EmptyCoroutineContext:

```kotlin
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : CoroutineContext.Element> get(key: Key<E>): E? {
        return null
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(initial, element)
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}
```

ExperimentalStdlibApi:

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
private object ExperimentalStdlibApi {
    private val serialVersionUID: Long = 0
    private fun readResolve(): Any = ExperimentalStdlibApi

    public override fun <E : CoroutineContext.Element> get(key: Key<E>): E? {
        return null
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(initial, element)
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "ExperimentalStdlibApi"
}
```

ExperimentalStdlibApi

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
private object ExperimentalStdlibApi {
    private val serialVersionUID: Long = 0
    private fun readResolve(): Any = ExperimentalStdlibApi

    public override fun <E : CoroutineContext.Element> get(key: Key<E>): E? {
        return null
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(initial, element)
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "ExperimentalStdlibApi"
}
```

Using the above API, you can perform polymorphic operations on elements:

```kotlin
val context = ExperimentalStdlibApi
context.getPolymorphicElement(Key) // Returns BaseElement or DerivedElement
context.minusPolymorphicKey(Key) // Returns EmptyCoroutineContext
```
CoroutineContext {\n  element[key]?: let { return left }\n  val newLeft = left.minusKey(key)\n  return when {\n      newLeft === left -> this\n      newLeft === EmptyCoroutineContext -> element\n      else -> CombinedContext(newLeft, element)\n  }\n}\n\nprivate fun size(): Int {\n  var cur = this\n  var size = 2\n  while (true) {\n      cur = cur.left as? CombinedContext ?: return size\n      size++\n  }\n}\n\nprivate fun containsAll(context: CombinedContext): Boolean {\n  var cur = context\n  while (true) {\n      if (!contains(cur.element)) return false\n      val next = cur.left\n      if (next is CombinedContext) {\n          cur = next\n      } else {\n          return containsAll(next as Element)\n      }\n  }\n}\n\nprivate fun contains(element: Element): Boolean = \n    get(element.key) == element
\nprivate fun containsAll(context: CombinedContext): Boolean = \n    isCombinable(context) && context.size() == size() && \n    containsAll(context)\n\noverride fun equals(other: Any?): Boolean = \n    this === other || other is CombinedContext && \n    other.size() == size() && \n    other.containsAll(this)\n\noverride fun hashCode(): Int = left.hashCode() + element.hashCode()
\noverride fun toString(): String = \n    "[" + fold { acc, element -> \n        if (acc.isEmpty()) element.toString() else \n        "$acc, $element" } + "]"
\nprivate fun writeReplace(): Any {
    val n = size()
    val elements = arrayOfNulls<CoroutineContext>(n)
    var index = 0
    fold(Unit) { _, element -> elements[index++] = element }
    check(index == n)
    @Suppress("UNCHECKED_CAST")
    return Serialized(elements as Array<CoroutineContext>)
}
\nprivate class Serialized(val elements: Array<CoroutineContext>) : \n    Serializable {
    companion object {
        private const val serialVersionUID: Long = 0L
    }
}\n\nprivate fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
}
CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum here ensures two important properties:
//  1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support
//     enums)
//  2. It improves debugging experience, since you clearly see toString() value of those objects and what
//     package they come from

@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized
package kotlin

/** Performs a bitwise AND
 * operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation
 * between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation
 * between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short = (this.toInt().inv()).toShort()
receiver type or expected type).

/**
 * Specifies that this function should not be called directly without
 * inlining
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER,
 AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this declaration has dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * Specifies that this parameter should be a property reference expression (`this::foo`),
 * referencing a 'lateinit' property, the backing field of which is accessible at the point where the corresponding
 * argument is passed.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is
 * only completely supported since the specified version.
 */
@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
 AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind =
        RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the
 * version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl

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 * license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard
 * property delegates.
 */
public object Delegates {
    /**
     * Returns a property delegate for a read/write
     * property with a non-null value that is initialized not during
     * object construction time but at a later time.
     *
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called after the change of the property is made. The value of the
     * property
     * has already been changed when this callback is invoked.
     */
    public fun <T : Any> notNull():

    /**
     * Returns a property delegate for a read/write
     * property that calls a specified callback function when changed.
     */
    public fun <T> readWriteProperty<TAny?, T>

samples.properties.Delegates.observableDelegate
 */

    public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit): ReadWriteProperty<Any?, T> = */
    object : ObservableProperty<T>(initialValue) {
        override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)
    }

    /**
     * Returns a property delegate for a read/write property that calls a specified callback function when changed,
     * allowing the callback to veto the modification.
     * @param initialValue the initial value of the property.
     * @param onChange the callback which is called when a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns `true` the value of the property is being set to the new value;
     * if the callback returns `false` the new value is discarded and the property remains its old value.
     * @sample
     * samples.properties.Delegates.vetoableDelegate
     * @sample
     * samples.properties.Delegates.throwVetoableDelegate
     */
    public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean): ReadWriteProperty<Any?, T> = */
    object : ObservableProperty<T>(initialValue) {
        override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)
    }

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T = value ?: throw IllegalStateException("Property ${property.name} should be initialized before get.")

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

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 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Base interface that can be used for implementing property delegates of read-only properties.
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures.
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 * @sample
 * samples.properties.Delegates.observableDelegate
 * @sample
 * samples.properties.Delegates.vetoableDelegate
 */
public fun interface ReadOnlyProperty<in T, out V> {
    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public operator fun getValue(thisRef: T, property: KProperty<*>): V
}

/**
 * Base interface that can be used for implementing property delegates of read-write properties.
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures.
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 * @sample
 * samples.properties.Delegates.observableDelegate
 * @sample
 * samples.properties.Delegates.vetoableDelegate
 */
public interface ReadWriteProperty<in T, V> {
    /**
     * Sets the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @param value the value to set.
     */
    public override fun setValue(thisRef: T, property: KProperty<*>, value: V)

    /**
     * Returns the value of the property for the given object.
     * @param thisRef the object for which the value is requested.
     * @param property the metadata for the property.
     * @return the property value.
     */
    public override fun getValue(thisRef: T, property: KProperty<*>): V
}

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The callback which is called before a change to the property value is attempted.

The value of the property hasn't been changed yet, when this callback is invoked.

If the callback returns `true` the value of the property is being set to the new value, and if the callback returns `false` the new value is discarded and the property remains its old value.

protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true

protected fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}

public override fun getValue(thisRef: Any?, property: KProperty<*>): V {
    return this.value
}

public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    val oldValue = this.value
    if (!beforeChange(property, oldValue, value)) {
        return
    }
    this.value = value
    afterChange(property, oldValue, value)
}

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 */

@file:Suppress("PackageDirectoryMismatch")
package kotlin

import kotlin.reflect.*

/**
 * An extension operator that allows delegating a read-only property of type [V]
 * to a property reference to a property of type [V] or its subtype.
 * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 * @receiver A property reference to a property of type [V] or its subtype.
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <V>
KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {
    return get(thisRef)!!
}

/**
 * An extension operator that allows delegating a mutable property of type [V]
 * to a property reference to a mutable property of the same type [V].
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 * @receiver A property reference to a mutable property of type [V].
 * The reference is without a receiver, i.e. it either references a top-level property or
 * has the receiver bound to it.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <T, V>
KMutableProperty0<T,V>.setValue(thisRef: Any?, property: KProperty<*>?, value: V) {
    set(value)
}

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 */

@file:Suppress("PackageDirectoryMismatch")
package kotlin

import kotlin.reflect.*

/**
 * An extension operator that allows delegating a read-only member or extension property of type [V]
 * to a property reference to a member or extension property of type [V] or its subtype.
 * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <T, V>
KProperty1<T,V>.getValue(thisRef: Any?, property: KProperty<*>, value: V) {
    return get(thisRef)
}

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 */

@file:Suppress("PackageDirectoryMismatch")
package kotlin

import kotlin.reflect.*

/**
 * An extension operator that allows delegating a mutable member or extension property of type [V]
 * to a property reference to a member or extension mutable property of the same type [V].
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 * The reference has an unbound receiver of type [T].
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline operator fun <T, V>
KMutableProperty1<T,V>.setValue(thisRef: Any?, property: KMutableProperty<*>?, value: V) {
    set(value)
}

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var v: Long
        do {
            val bits = nextLong().ushr(1)
            v = bits % n
        }
    } else {
        val bitCount = fastLog2(n)
        v = nextBits(bitCount).toLong() and 0xFFFF_FFFF
        if (n > 0) {
            // toUInt().toLong()
            nextLong(from: Long, until: Long): Long {
                checkRangeBounds(from, until)
                val n = until - from
                if (n > 0 || n == Int.MIN_VALUE)
                    return when {
                        nLow != 0 -> {
                            val bitCount = fastLog2(n)
                            nextBits(bitCount)
                        }
                        else -> {
                            var v: Int
                            do {
                                val bits = nextInt().ushr(1)
                                v = bits % n
                            }
                            return from + rnd
                        }
                    }
                } else {
                    while
                        // toUInt().toLong()
                        nextLong(until: Int): Int {
                            // toUInt().toLong()
                            nextBits(bitCount)
                        }
                    }
                }
            }
            nextInt().toLong().shl(32) + nextInt()
                    }
                }
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                    v = bits % n
                }
            } while (bits - v + (n - 1) < 0)
                v
            }
            return from + rnd
        } else {
            while
                // toUInt().toLong()
                nextLong(until: Int): Int {
                    // toUInt().toLong()
                    nextBits(bitCount)
                }
            }
        }
    }

nextInt().toLong().shl(32) + nextInt()

nextBits(bitCount: Int): Int

nextLong(): Long =
    nextLong(0, until: Long) =
    // toUInt().toLong()
    nextLong(until: Int): Int {
        // toUInt().toLong()
        nextBits(bitCount)
    }

v = bits % n

while (bits - v + (n - 1) < 0)\n            rd = \n        return from + rd\n    } else {\n        while (true) {\n            val rnd = nextLong(\n                if (rd in from until until) return rnd\n            )\n        }\n    }\n
    /**
     * Gets the next random [Boolean] value.
     *
     * @sample samples.random.Randoms.nextBoolean
     */
    public open fun nextBoolean(): Boolean = nextBits(1) != 0

    /**
     * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
     *
     * @sample samples.random.Randoms.nextDouble
     */
    public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

    /**
     * Gets the next random non-negative 'double' from the random number generator less than the specified [until] bound.
     *
     * @throws IllegalArgument if [un\n
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 *
 * Two generators with the same seed produce the same sequence of values within the
 * same version of Kotlin runtime.
 *
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random =
    XorWowRandom(seed.toInt(), seed.shr(32).toInt())


/**
 * Gets the next random `Int` from the random
 * number generator in the specified 
 * range. `range` can be an interval or an inclusive range.
 * Generated `Int` is uniformly distributed in the
 * specified range. `nextInt` will not return `Int.MAX_VALUE`
 * or `Int.MIN_VALUE` values in the range. It will throw
 * `IllegalArgumentException` if the range is empty.
 *
 * @throws IllegalArgumentException if 
 * range is empty or the range end value is equal
 * to the range start value.
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt()
}

/**
 * Gets the next random `Long` from the random number generator in the specified
 * range. `range` can be an interval or an inclusive range.
 * Generated `Long` is uniformly distributed in the
 * specified range. `nextLong` will not return `Long.MAX_VALUE`
 * or `Long.MIN_VALUE` values in the range. It will throw
 * `IllegalArgumentException` if the range is empty.
 *
 * @throws IllegalArgumentException if 
 * range is empty or the range end value is equal
 * to the range start value.
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
}


internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@OptIn(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this
 * number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

package kotlin.random

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 */

import java.util.Random

/**
 * This class is the base implementation of the random number
 * generator for Java.
 */
public final class Random extends SecureRandom {
    public static final Random DEFAULT = new Random();
    public static final Random SEEDED_DEFAULT = new Random(0);
nextUInt(0u, until)\n
/**
 * Gets the next random [UInt] from the random number generator in the specified range.\n * \n * @param from the lower bound of the range (inclusive).\n * @param until the upper bound of the range (exclusive).\n * \n * @return the next random [UInt] from the range.\n * \n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUInt(from: UInt, until: UInt): UInt\n
    val signedFrom = from.toInt() xor Int.MIN_VALUE\n    val signedUntil = until.toInt() xor Int.MIN_VALUE\n
    return signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE\n
/**
 * Gets the next random [UInt] from the random number generator in the specified range.\n * \n * @param range the range of the random number generator.\n * @param range the range of the random number generator.\n * \n * @return the next random [UInt] from the range.\n * \n * @throws IllegalArgumentException if [range] is empty.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUInt(range: UIntRange): UInt = range.first + nextUInt(range.first, range.last + 1u) + 1u\n
/**
 * Gets the next random [ULong] from the random number generator in the specified range.\n * \n * @param from the lower bound of the range (inclusive).\n * @param until the upper bound of the range (exclusive).\n * \n * @return the next random [ULong] from the range.\n * \n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextULong(from: ULong, until: ULong): ULong \n
    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n    return signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n
/**
 * Gets the next random [ULong] from the random number generator in the specified range.\n * \n * @param range the range of the random number generator.\n * @param range the range of the random number generator.\n * \n * @return the next random [ULong] from the range.\n * \n * @throws IllegalArgumentException if [range] is empty.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextULong(range: ULongRange): ULong = range.first + nextULong(range.first, range.last + 1u) + 1u\n
/**
 * Fills the specified unsigned byte array with random bytes and returns it.\n * \n * @param array the array to fill with random bytes.\n * @return the filled array.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\nfun Random.nextUBytes(array: UByteArray): UByteArray\n
    nextBytes(array.asByteArray())\n    return array
---

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* `package kotlin.random
*
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```
package kotlin.random

/**
 * Random number generator, using Marsaglia's 'xorwow' algorithm
 * Cycles after 2^192 - 2^32 repetitions.
 * For more details, see Marsaglia, George (July 2003). 'Xorshift RNGs'.
 * Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14
 */

internal class XorWowRandom
internal constructor(
    private var x: Int,
    private var y: Int,
    private var z: Int,
    private var w: Int,
    private var v: Int,
    private var addend: Int
) : Random() {

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int =
        nextInt().takeUpperBits(bitCount)
}
```

---

*/

```
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of `Comparable` values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this `Comparable` value to the specified `that` value.
 * This value needs to be smaller than or equal to `that` value, otherwise the returned
 * range will be empty.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * A closed range of floating point numbers.
 * Extends `ClosedRange` interface providing custom operation `lessThanOrEquals`
 * for comparing values of range domain type.
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true
     * if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

```

---

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A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.

A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.

A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.

A closed range of values of type `Float`.

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A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.

A closed range of values of type `Float`.

Numbers are compared with the ends of this range according to IEEE-754.
character sequence [value] to this Appendable and returns this instance.
* @param value the character sequence from which a subsequence is appended.
* @param startIndex the beginning (inclusive) of the subsequence to append.
* @param endIndex the end (exclusive) of the subsequence to append.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T : Appendable> T.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): T {
    @Suppress("UNCHECKED_CAST")
    return append(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given [Appendable].
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this Appendable. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(): Appendable = append('\n')

/** Appends value to the given Appendable and a line feed character (`\n`) after it. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()

/** Appends value to the given Appendable and a line feed character (`\n`) after it. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine().appendLine()


internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Returns the numeric value of the decimal digit that this Char represents.
 * Throws an exception if this Char is not a valid decimal digit.
 * A Char is considered to represent a decimal digit if the Char is one of the ASCII decimal digits '0' through '9'.
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToInt(): Int {
    if (this in '0'..'9') {
        return this - '0'
    }
    throw IllegalArgumentException("Char $this is not a decimal digit")
}

/**
 * Returns the numeric value of the digit that this Char represents in the specified [radix].
 * Throws an exception if the `radix` is not in the range `2..36` or if this Char is not a valid digit in the specified [radix].
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToInt(radix: Int): Int {
    return digitToIntOrNull(radix) ?: throw IllegalArgumentException("Char $this is not a digit in the given radix=$radix")
}

/**
 * Returns the numeric value of the decimal digit that this Char represents, or `null` if this Char is not a valid decimal digit.
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToIntOrNull(): Int? {
    if (this in '0'..'9') {
        return this - '0'
    }
    return null
}

/**
 * Returns the numeric value of the digit that this Char represents in the specified [radix], or `null` if this Char is not a valid digit in the specified [radix].
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToIntOrNull(radix: Int): Int? {
    if (this in '0'..'9') {
        return this - '0'
    }
    return null
}

/*
 * The Char is one of the ASCII decimal digits '0' through '9' and its [code] is less than 'radix + '0'.code'. In this case, 'this.code - '0'.code' is returned.
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToInt(): Int {
    return digitToIntOrNull() ?: throw IllegalArgumentToFileException("Char $this is not a digit")
}

/*
 * The Char is one of the ASCII decimal digits '0' through '9' and its [code] is less than 'radix + '0'.code'. In this case, 'this.code - '0'.code' is returned.
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToInt(): Int {
    return digitToIntOrNull() ?: throw IllegalArgumentToFileException("Char $this is not a digit")
}

/*
 * The Char is one of the ASCII decimal digits '0' through '9' and its [code] is less than 'radix + '0'.code'. In this case, 'this.code - '0'.code' is returned.
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToInt(): Int {
    return digitToIntOrNull() ?: throw IllegalArgumentToFileException("Char $this is not a digit")
}
radix + 'A'.code - 10'. In this case, 'this.code - 'A'.code + 10' is returned.

* The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than 'radix + 'a'.code - 10'. In this case, 'this.code - 'a'.code + 10' is returned.

* In this case, `this.code - 'A'.code + 10` is returned.

* The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than radix + 'a'.code - 10'. In this case, `this.code - 'a'.code + 10` is returned.

* @sample samples.text.Chars.digitToIntOrNull

*/
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Char.digitToIntOrNull(radix: Int): Int? {
    if (radix !in 2..36) {
        throw IllegalArgumentException("Invalid radix: $radix. Valid radix values are in range 2..36")
    }
    if (this in '0'..'9') {
        return if (digit < radix) digit else null
    }

    val a = if (this <= 'Z') 'A' else 'a'
    val digit = 10 + (this - a)
    return if (digit in 10 until radix) digit else null
}

/**
 * Returns the Char that represents this decimal digit.
 * Throws an exception if this value is not in the range 0..9.
 * The decimal digit Char with code '0'.code + this is returned.

 * If this value is in 0..9, the decimal digit Char with code '0'.code + this is returned.

 * Otherwise, the uppercase Latin letter with code 'A'.code + this - 10 is returned.

 * @sample samples.text.Chars.digitToChar
 */
@ExperimentalStdlibApi
@SinceKotlin("1.4")
public fun Int.digitToChar(): Char {
    if (this in 0..9) {
        return '0' + this
    }
    throw IllegalArgumentException("Int $this is not a decimal digit")
}

/**
 * Converts this character to lower case using Unicode mapping rules of the invariant locale.

 * @sample samples.text.Chars.lowerCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.toLowerCase(): Char

/**
 * Converts this character to lower case using Unicode mapping rules of the invariant locale.

 * This function performs one-to-one character mapping.

 * To support one-to-many character mapping use the [lowercaseChar] function.

 * If this character has no mapping equivalent, the character itself is returned.

 * @sample samples.text.Chars.toLowerCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.lowercaseChar(): Char

/**
 * Converts this character to lower case using Unicode mapping rules of the invariant locale.

 * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.

 * For example, 'u0130'.lowercase() returns 'u0069\u0307', where 'u0130' is the LATIN CAPITAL LETTER I WITH DOT ABOVE character ('\u0130').

 * If this character has no lower case mapping, the result of `toString()` of this char is returned.

 * @sample samples.text.Chars.toLowerCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.lowercase(): String

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.

 * @sample samples.text.Chars.toUpperCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.toUpperCase(): Char

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.

 * This function performs one-to-one character mapping.

 * If this character has no mapping equivalent, the character itself is returned.

 * @sample samples.text.Chars.toUpperCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.uppercaseChar(): Char

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant locale.

 * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.

 * For example, 'uFB00'.uppercase() returns '\u0046\u0046', where 'uFB00' is the LATIN SMALL LIGATURE FF character ('\ufb00').

 * If this character has no upper case mapping, the result of `toString()` of this char is returned.

 * @sample samples.text.Chars.upperCase
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public expect fun Char.uppercase(): String

/**
 * Concatenates this Char and a String.

 * @sample samples.text.Chars.plus
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.

 * @param ignoreCase `true` to ignore character case when comparing characters. By default true.

 * Two characters are considered the same if at least one of the following is true:

 * - The two characters
are the same (as compared by the == operator)\n* - Applying the method [uppercaseChar] to each character
produces the same result
* - Applying the method [lowercaseChar] to each character produces the same result
\n* @sample samples.text.Chars.equals\n* @sample samples.text.Chars.equals(\n\n*   - Applying the method [uppercaseChar] to each character
produces the same result
*   - Applying the method [lowercaseChar] to each character produces the same result
\n* @sample samples.text.Chars.equals
*/
@OptIn(ExperimentalStdlibApi::class)
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.uppercaseChar() == other.uppercaseChar()) return true
    if (this.lowercaseChar() == other.lowercaseChar()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in
Char.MIN_SURROGATE..Char.MAX_SURROGATE

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source
string and removes\n* the first and the last lines if they are blank (notice difference blank vs empty).\n*\n* Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.\n*\n* Doesn't preserve the original line endings.\n*\n* @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `\n` (pipe character).\n*\n* @sample samples.text.Strings.trimMargin
* @see trimIndent
* @see kotlin.text.isWhitespace
*/
public fun String.trimMargin(marginPrefix: String = "\n"): String =
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and
* replace it with [newIndent].\n*\n* @param marginPrefix non-blank string, which is used as a margin delimiter.
* Default is `\n` (pipe character).\n*\n* @sample samples.text.Strings.trimMarginByMargin(newIndent: String = "\n", marginPrefix: String = "\n")
*/
public fun String.trimMarginByMargin(newIndent: String = "\n", marginPrefix: String = "\n"):\n    String { require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines().map { line |
        when {
            line.isBlank() -> {
                when {
                    line.length < marginPrefix.length -> marginPrefix
                    else -> line
                }
            }
            else -> indent(line)
        }
    }
    return lines.joinTo(StringBuilder(resultSizeEstimate), "\n")
}

/**
 * Prepends [indent] to every line of the original string.
*\n* Doesn't preserve the original line endings.\n*\n* @sample samples.text.Strings.prependIndent
* @see trimIndent
*/
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinTo(StringBuilder(resultSizeEstimate), "\n")
}

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license that can be found in the license/LICENSE.txt file. * 

```
package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character &" 
        *)
    public const val quote: Char = '\u0022'
    /** The character &\ 
        *)
    public const val dollar: Char = '\u0024'
    /** The character &
        *)
    public const val amp: Char = '\u0026'
    /** The character < 
        *)
    public const val less: Char = '\u003C'
    /** The character > 
        *)
    public const val greater: Char = '\u003E'
    /** The non-breaking space character 
        *)
    public const val nbsp: Char = '\u00A0'
    /** The character × 
        *)
    public const val times: Char = '\u00D7'
    /** The character ¢ 
        *)
    public const val cent: Char = '\u00A2'
    /** The character £ 
        *)
    public const val pound: Char = '\u00A3'
    /** The character § 
        *)
    public const val section: Char = '\u00A7'
    /** The character © 
        *)
    public const val copyright: Char = '\u00A9'
    /** The character « 
        *)
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » 
        *)
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® 
        *)
    public const val registered: Char = '\u00AE'
    /** The character ° 
        *)
    public const val degree: Char = '\u00B0'
    /** The character ± 
        *)
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ 
        *)
    public const val paragraph: Char = '\u00B6'
    /** The character · 
        *)
    public const val middleDot: Char = '\u00B7'
    /** The character ½ 
        *)
    public const val half: Char = '\u00BD'
    /** The character – 
        *)
    public const val ndash: Char = '\u2013'
    /** The character — 
        *)
    public const val mdash: Char = '\u2014'
    /** The character ' 
        *)
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' 
        *)
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' 
        *)
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " 
        *)
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " 
        *)
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " 
        *)
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † 
        *)
    public const val dagger: Char = '\u2020'
    /** The character ‡ 
        *)
    public const val doubleDagger: Char = '\u2021'
    /** The character • 
        *)
    public const val bullet: Char = '\u2022'
    /** The character … 
        *)
    public const val ellipsis: Char = '\u2026'
    /** The character ′ 
        *)
    public const val prime: Char = '\u2032'
    /** The character ″ 
        *)
    public const val doublePrime: Char = '\u2033'
    /** The character € 
        *)
    public const val euro: Char = '\u20AC'
    /** The character ™ 
        *)
    public const val tm: Char = '\u2122'
    /** The character ≈ 
        *)
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ 
        *)
    public const val notEqual: Char = '\u2260'
    /** The character ≤ 
        *)
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ 
        *)
    public const val greaterOrEqual: Char = '\u2265'
}"
```

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression. *
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the
 * regular expression. *
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the
 * entire match. *
 * An element of the collection at the particular index can be `null`. *
 * if the corresponding group in the regular expression is optional and there was no match captured by that group. *
 * Interfaces are implemented for MatchGroupCollection : Collection<MatchGroup?> :MatchGroupCollection : Collection<MatchGroup?> :MatchGroupCollection : Collection<MatchGroup?> :
 * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
 * Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0 corresponds to the entire match. */

```

```
MatchGroup?

/**
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {

    /**
     * The range of indices in the original string where match was captured.
     */
    public IntRange range

    /**
     * The substring from the input string captured by this match.
     */
    public String value

    /**
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     */
    public MatchGroupCollection groups

    /**
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val IntRange range

    /**
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     */
    public val String value

    /**
     * A collection of groups matched by the regular expression.
     */
    public val MatchGroupCollection groups

    /**
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     */
    public val List<String> groupValues

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
     */
    public val Destructured destructured

    /**
     * Provides components for destructuring assignment of group values.
     */
    public class Destructured internal constructor(MatchResult match) {

        public val String component1(): String = match.groupValues[1]

        public val String component2(): String = match.groupValues[2]

        public val String component3(): String = match.groupValues[3]

        public val String component4(): String = match.groupValues[4]

        public val String component5(): String = match.groupValues[5]

        public val String component6(): String = match.groupValues[6]

        public val String component7(): String = match.groupValues[7]

        public val String component8(): String = match.groupValues[8]

        public val String component9(): String = match.groupValues[9]

        public val String component10(): String = match.groupValues[10]

    }

} /*
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 */

package kotlin.time

import kotlin.contracts.*
import kotlin.math.abs

@OptIn(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toLong], and [toDouble] or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 * Since Kotlin("1.3.3")@ExperimentalTime@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
 */
Splits this duration into minutes, seconds, and nanoseconds and executes the given \[\text{action}\] with these components.

\[
\text{action}(\text{inHours.toInt()}, \text{minutesComponent}, \text{secondsComponent}, \text{nanosecondsComponent})
\]

Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given \[\text{action}\] with these components.

\[
\text{action}(\text{inDays.toInt()}, \text{hoursComponent}, \text{minutesComponent}, \text{secondsComponent}, \text{nanosecondsComponent})
\]

Returns the negative of this value.

\[
\text{public operator fun unaryMinus(): Duration}
\]

The duration whose value is the difference between this and [other] duration values.

\[
\text{public operator fun minus(other: Duration): Duration = Duration(value - other.value)}
\]

The duration whose value is the ratio of this and [other] duration values.

\[
\text{public operator fun div(other: Duration): Double = this.value / other.value}
\]

Returns a duration whose value is the sum of this and [other] duration values.

\[
\text{public operator fun plus(other: Duration): Duration = Duration(value + other.value)}
\]

The duration whose value is the difference of this value divided by the given [scale] number.

\[
\text{public operator fun div(scale: Int): Duration = Duration(value / scale)}
\]

Returns a duration whose value is the ratio of this value divided by the given [scale] number.

\[
\text{public operator fun div(scale: Double): Duration = Duration(value / scale)}
\]

The duration whose value is the absolute value of this value.

\[
\text{public operator fun absoluteValue: Duration get() = Duration(abs(value))}
\]

The duration whose value is non-negative.

\[
\text{public operator fun unaryMinus(): Duration}
\]

The duration equal to exactly 0 seconds.

\[
\text{public val ZERO: Duration = Duration(0.0)}
\]

The duration whose value is positive infinity. It is useful for representing timeouts that should never expire.

\[
\text{public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)}
\]

The duration whose value is negative infinity. It is useful for representing timeouts that should never expire.

\[
\text{public val INFINITY: Duration = Duration(Double.NEGATIVE_INFINITY)}
\]

The duration whose value is finite.

\[
\text{public fun isInfinite(): Boolean = value.isInfinite()}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is greater than 0.

\[
\text{public fun isPositive(): Boolean = value > 0}
\]

The duration whose value is less than 60.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is greater than 60.

\[
\text{public fun isPositive(): Boolean = value > 0}
\]

The duration whose value is less than 24.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is greater than 24.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 1,000,000,000.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is greater than 1,000,000,000.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is greater than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

\[
\text{public fun isNegative(): Boolean = value < 0}
\]

The duration whose value is less than 0.

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* The result of [action] is returned as the result of this function. * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000; * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60; * - `minutes` represents the whole number of minutes in this duration. * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range. * An public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
    }

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components. * The result of [action] is returned as the result of this function. * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000; * - `seconds` represents the whole number of seconds in this duration. * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE], it is coerced into that range. * An public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return action(inSeconds.toLong(), nanosecondsComponent)
    }

    @PublishedApi
    internal val hoursComponent: Int get() = (inHours % 24).toInt() @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt() @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt() @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt() @PublishedApi

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
     */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.
     */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /** The value of this duration expressed as a [Double] number of days. */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Double] number of milliseconds. */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Double] number of microseconds. */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Double] number of nanoseconds. */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts

    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds.
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toByteArray] for details.
     */
    public val inNanosecondsLong: Long get() = toLongNanoseconds()

    /**
     * Returns the value of this duration expressed as a [Long] number of milliseconds.
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toByteArray] for details.
     */
    public val inMillisecondsLong: Long get() = toLongMilliseconds()

    /**
     * Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
     * - zero duration is formatted as `"0s"`
     * - the infinite duration is formatted as `"Infinity/"`
     * - very small durations (less than 1e-15 s) are expressed in seconds and
/** Returns a [Duration] equal to this [Int] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =
toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of milliseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds.

@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a duration whose value is the specified [duration] value
multiplied by this number.

@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration =
duration * this

@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration =
duration * this

internal expect fun
Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function `elapsedNow()`). public abstract fun elapsedNow(): Duration

* ** Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].

* ** Returns true if this time mark has passed according to the time source from which this mark was taken.

* ** Note that the value returned by this function can change on subsequent invocations.

* ** Returns false if this time mark has not passed according to the time source from which this mark was taken.

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* ** Returns true if this time mark has passed according to the time source from which this mark was taken.

* ** Note that the value returned by this function can change on subsequent invocations.
LongTimeMark(startedAt, timeSource, offset + duration)
 }
 override fun markNow(): TimeMark =
 LongTimeMark(read(), this, Duration.ZERO)
 }

 override fun markNow(): TimeMark =
 LongTimeMark(read(), this, Duration.ZERO)

/**
 * An abstract class used to implement time sources that
 * return their readings as [Double] values in the specified [unit].
 * @property unit The unit in which this time source's readings are expressed.
 * *\n * @property startTime The start time of this
 * time source.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class
 AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method
     * should be overridden to return the current reading of the time source expressed as a [Double] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class
    DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val
    offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration =
        (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark =
        DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark =
    DoubleTimeMark(startedAt, timeSource, offset + duration)
 }

/**
 * A time source that has programmatically updatable
 * readings. It is useful as a predictable source of time in tests.
 * *\n * The current reading value can be advanced by
 * the specified duration amount with the operator [plusAssign]:
 * *\n * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 * *\n * Implementation note: the current reading value is stored as a
 * [Long] number of nanoseconds, *\n * thus it's capable to represent a time of approximately
 * 00b1292 years.
 * *\n * Should the reading value overflow as the result of [plusAssign] operation, an
 * [IllegalStateException] is thrown.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit =
 DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     * *\n     * [duration] value is rounded down towards zero when converting it to a
     * [Long] number of nanoseconds.
     * *\n     * For example, if
     * the duration being added is 0.6.nanoseconds', the reading doesn't advance because
     * the duration value is rounded to zero nanoseconds.
     * *\n     * @throws IllegalStateException when the reading value overflows as the
     * result of this operation.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta =
        duration.toDouble(unit)
        val longDelta = delta.toLong()
        if (longDelta != Long.MIN_VALUE
        && longDelta != Long.MAX_VALUE) {
            val newReading =
            reading + longDelta
            if (newReading > Long.MAX_VALUE || newReading <
            Long.MIN_VALUE) {
                throw IllegalStateException("TestTimeSource will overflow if its reading
                $\{reading\}ns is advanced by $\{duration\}.")
            } else {
                reading =
                reading + longDelta
            }
        } else {
            throw IllegalStateException("TestTimeSource will overflow if its reading
            $\{reading\}ns is advanced by $\{duration\}.")
        }
    }

    private fun
    overflow(duration: Duration) {
        throw IllegalStateException("TestTimeSource will overflow if its reading
        $\{reading\}ns is advanced by $\{duration\}.")
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
 ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock =
 TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
 ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock =
 AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
 ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias AbstractDoubleClock =
 AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
 ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias TestClock =
 TestTimeSource

/*
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 * Language contributors.
 * *\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file. *\n * *\n * Executes the given function [block] and returns the duration of elapsed time interval.
 * *\n * The elapsed time is measured with
 * [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun
measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return markNow().block().mark elapsedNow().duration
}

/**
 * Expects a type [T] data class TimedValue[@ExperimentalTime] with
 * [value] T and [duration] Duration.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/**
 * Defines deep recursive function
 * that keeps its stack on the heap, which allows very deep recursive computations that do not use the actual call stack.
 * To initiate a call to this deep recursive function use its [invoke] function.
 * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] function can be used to make a recursive call
 * in this scope with
 * `callRecursive` extension. For example, the following pair of mutually recursive functions computes the number of tree nodes at
 * even depth in the tree.
 */
val mutualRecursion = object {
    val even: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->
        if (t == null) 0 else even.callRecursive(t.left) + even.callRecursive(t.right)
    }
    val odd: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->
        if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right)
    }
}

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public class DeepRecursiveFunction<T, R>(
    internal val
    block: suspend DeepRecursiveScope<T, R>.T -> R
)

/**
 * Initiates a call to this deep recursive function,
 * forming a root of the call tree.
 * This operator should not be used from inside of [DeepRecursiveScope] as it
 * uses the call stack slot for the initial recursive invocation. From inside of [DeepRecursiveScope] use
 * [callRecursive][DeepRecursiveScope.callRecursive].

 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public class DeepRecursiveScope<T, R> {
    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting
     * the call activation frame on the heap. * as opposed to the actual call stack that is used by a regular
     * call.
     */
    public abstract suspend fun callRecursive(value: T): R

    /**
     * Makes call to the specified
     * [DeepRecursiveFunction] function putting the call activation frame on the heap.
     * @param T function parameter type.
     * @param R function result type.
     */
    public sealed class
    DeepRecursiveScopeImpl<T, R>(
        block: suspend DeepRecursiveScopeImpl<T, R>.T -> R,
        value: T
    ) : DeepRecursiveScope<T, R>(), Continuation<R> {
        // Active function block
        private var
        function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

        // Value to call function
        private var
        value: Any? = value

        // Continuation of the current call
        private var
        cont: Continuation<Any?>? = this as Continuation<Any?>

        // Completion result (completion of the whole call
        private var result: Result<Any?> = UNDEFINED_RESULT

        override val
        context: CoroutineContext
            get() = EmptyCoroutineContext

        override fun
        resumeWith(result: Result<R>) {
            this.cont = null
            this.result = result
        }

        override suspend fun callRecursive(value: T): R =
            suspendCoroutineUninterceptedOrReturn { cont ->
                // calling the same function that is currently active
                this.cont = cont as Continuation<Any?>
                this.value = value
                COROUTINE_SUSPENDED
            }

            suspendCoroutineUninterceptedOrReturn { cont ->
                // calling another recursive function
                val function =
                block as DeepRecursiveFunctionBlock
                with(this@DeepRecursiveScopeImpl) {
                    val currentFunction
                    = this.function
                    if (function !== currentFunction) {
                        // calling a different function -- create a
                        trampoline to restore function ref
                        this.function = function
                        this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)
                    } else {
                        // calling the same function -- direct
                        this.cont = cont as Continuation<Any?>
                    }
                    this.value = value
                }
            }
when the whole computation completes
val result = this.result
val cont = this.cont
?:
return (result as Result<R>).getOrThrow() // done -- final result
The order of comparison is important here for that case of rogue class with broken equals
if (UNDEFINED_RESULT == result) {
    // call \"function\" with \"value\" using \"cont\" as completion
    val r = try {
        // This is block.startCoroutine(this, value, cont)
        function.startCoroutineUninterceptedOrReturn(this, value, cont)
    } catch (e: Throwable) {
        cont.resumeWithException(e)
        continue
    }
    // If the function returns without suspension -- calls its continuation immediately
    if (r !== COROUTINE_SUSPENDED)
        cont.resume(r as R)
} else {
    // we returned from a crossFunctionCompletion trampoline -- call resume here
    this.result = UNDEFINED_RESULT // reset
    cont.resumeWith(result)
}

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 */

package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int =
    this?.hashCode() ?: 0

/*
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 */

package kotlin

/**
 * Represents a version of the Kotlin standard library.
 * 
 * @constructor Creates a version from all three components.
 * @see Version
 */
@SinceKotlin("1.1")
public class KotlinVersion(val major: Int, val minor: Int, val patch: Int) :
    Comparable<KotlinVersion> {
    private val version = versionOf(major, minor, patch)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

    /**
     * Returns the string representation of this
     * version
     */
    override fun toString(): String = "$major.$minor.$patch"

    override fun equals(other: Any?): Boolean {
        if (this === other) return true
        val otherVersion = (other as? KotlinVersion) ?: return false
        return this.version == otherVersion.version
    }

    override fun compareTo(other: KotlinVersion): Int =
        this.version - other.version

    /**
     * Returns `true` if this version is not less than the version specified
     * with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major &&
            this.minor > minor || this.minor == minor
                &&
                this.patch >= patch)

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersionCurrentValue.get()

        private object KotlinVersionCurrentValue {
            @kotlin.jvm.JvmStatic
            fun get(): KotlinVersion = KotlinVersion(1, 4, 32) // value is written here automatically during build
        }
    }
}

// this class is ignored during classpath normalization when considering whether to recompile dependencies
@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersionCurrentValue.get()
kotlin.reflect.KProperty

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise. *\n * Cannot be used in an inline function, to avoid binary compatibility issues.
 */

/**
 * Represents a value with lazy initialization.
 *\n * To create an instance of
 *\n * [Lazy] use the [lazy] function.
 */

/**
 * Gets the lazily initialized value of the current Lazy instance. *\n * Once the value was initialized it must not change during the rest of lifetime of this
 * Lazy instance.
 */

/**
 * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
 */

/**
 * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
 */

internal object

// internal to be called from lazy in JS\ninternal class UnsafeLazyImpl<out

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */

/**
 * Counts the number of consecutive most significant bits that are zero in the binary
 * representation of this [Int] number.
 */

/**
 * Counts the number of consecutive least significant bits that are zero in the binary
 * representation of this [Int] number.
 */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.takeHighestOneBit(): Int * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number. * or zero, if this number is zero.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Int.takeLowestOneBit(): Int * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: number.rotateLeft(-n) == number.rotateRight(n). * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally: number.rotateLeft(n % 32) == number.rotateRight(n % 32).

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeHighestOneBit(): Long * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number. * or zero, if this number is zero.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeLowestOneBit(): Long * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: number.rotateRight(-n) == number.rotateLeft(n). * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally: number.rotateRight(n % 64) == number.rotateLeft(n % 64).

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: number.rotateLeft(-n) == number.rotateRight(n). * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally: number.rotateLeft(n % 64) == number.rotateRight(n % 64).

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countLeadingZeroBits(): Int

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countTrailingZeroBits(): Int

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countOneBits(): Int * Counts the number of set bits in the binary representation of this [Long] number.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countLeadingZeroBits(): Int * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.countTrailingZeroBits(): Int * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeHighestOneBit(): Long * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number. * or zero, if this number is zero.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun Long.takeLowestOneBit(): Long

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateLeft(bitCount: Int): Long * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: number.rotateLeft(-n) == number.rotateRight(n). * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally: number.rotateLeft(n % 64) == number.rotateRight(n % 64).

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Long.rotateRight(bitCount: Int): Long * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: number.rotateRight(-n) == number.rotateLeft(n). * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally: number.rotateRight(n % 64) == number.rotateLeft(n % 64).

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits() * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits() * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)\n\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.\n* Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number,\n* or zero, if this number is zero.\n
* Inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n\n* Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n\n* Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* number.rotateLeft(-n) == number.rotateRight(n)\n* Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:\n* number.rotateLeft(n % 8) == number.rotateRight(n % 8)\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n\n* Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* number.rotateRight(-n) == number.rotateLeft(n)\n* Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:\n* number.rotateRight(n % 8) == number.rotateRight(n % 8)\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n\n* Counts the number of set bits in the binary representation of this [Short] number.\n* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.countLeadingZeroBits(): Int =
    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n* Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.countTrailingZeroBits(): Int =
    (toInt() or 0xFFFF).countTrailingZeroBits()\n\n* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* number.rotateLeft(-n) == number.rotateRight(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateLeft(n % 16) == number.rotateRight(n % 16)\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* number.rotateLeft(-n) == number.rotateRight(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateLeft(n % 16) == number.rotateRight(n % 16)\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n\n* Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* number.rotateRight(-n) == number.rotateLeft(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateRight(n % 16) == number.rotateRight(n % 16)\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n* Takes a number having a single bit set in the position of the most significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n* Takes a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* number.rotateLeft(-n) == number.rotateRight(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateLeft(n % 16) == number.rotateRight(n % 16)\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n\n* Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* number.rotateRight(-n) == number.rotateLeft(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateRight(n % 16) == number.rotateRight(n % 16)\n
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.\n*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n* Takes a number having a single bit set in the position of the least significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n* Takes a number having a single bit set in the position of the most significant set bit of this [Short] number,\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\ninline fun Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* number.rotateLeft(-n) == number.rotateRight(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateLeft(n % 16) == number.rotateRight(n % 16)\n
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n\n* Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* number.rotateRight(-n) == number.rotateLeft(n)\n* Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:\n* number.rotateRight(n % 16) == number.rotateRight(n % 16)\n
*/
n) == number.rotateRight(n)  
*\n  * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally
  * number.rotateLeft(n) == number.rotateLeft(n % 16)
  *
  * @SinceKotlin("1.3")@ExperimentalStdlibApi
  *public fun Short.rotateLeft(bitCount: Int): Short =
  *  (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()
  *
  * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
  * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
  * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally
  * number.rotateRight(n) == number.rotateRight(n % 16)
  *
  * @SinceKotlin("1.3")@ExperimentalStdlibApi
  *public fun Short.rotateRight(bitCount: Int): Short =
  *  (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()"
override fun isEmpty(): Boolean = first > last
override fun equals(other: Any?): Boolean =
    other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

override fun toString(): String = "$first..$last"

companion object {
    /** An empty range of values of type UInt. */

    public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>{
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE
to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val

    /**
     * The last element in the progression.
     */
    public val

    /**
     * The step of the progression.
     */
    public

    override fun isEmpty(): Boolean = if (step > 0) first > last else first <

    override fun equals(other: Any?): Boolean =
        other is UIntProgression && (isEmpty() &&
                first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion
}
import kotlin.ranges

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override fun get() = first
    override val start: ULong get() = first
    override val value <= last get { true }
    override fun isEmpty() { return start > last }
    override fun contains(value: ULong): Boolean = first <= value && value <= last
    override fun equals(other: Any?): Boolean = other is ULongRange && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last)
    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type `ULong`. */
        public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }

/**
 * A progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression

/**
 * An iterator over a progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else
        if (hasNext) {
            next += step
        } else {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
            return finalElement
        } else {
            next += step
        } return value
    }
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
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*/

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number, * or zero, if this number is zero.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, * or zero, if this number is zero.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally `number.rotateLeft(n) == number.rotateLeft(n % 32)`
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits. * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally `number.rotateRight(n) == number.rotateRight(n % 32)`
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.takeHighestOneBit(): ULong =
toLong().takeHighestOneBit().toULong()/*
* Returns a number having a single bit set in the position of the least significant bit of this [ULong] number.\n* or zero, if this number is zero.\n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.takeLowestOneBit(): ULong =
toLong().takeLowestOneBit().toULong()/*
* Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n*\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* \`number.rotateLeft(-n) == number.rotateRight(n)`\n* Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:\n* \`number.rotateLeft(n % 64)`\n*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.rotateLeft(bitCount: Int): ULong =
toLong().rotateLeft(bitCount).toULong()/*
* Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n*\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n* \`number.rotateRight(-n) == number.rotateLeft(n)`\n* Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:\n* \`number.rotateRight(n % 64)`\n*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULong.rotateRight(bitCount: Int): ULong =
toLong().rotateRight(bitCount).toULong()/*
* Counts the number of set bits in the binary representation of this [UByte] number.\n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.countLeadingZeroBits(): Int =
toByte().countLeadingZeroBits()/*
* Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.\n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.countTrailingZeroBits(): Int =
toByte().countTrailingZeroBits()/*
* Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number.\n* or zero, if this number is zero.\n*/

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByte.takeHighestOneBit(): UByte =
toInt().takeHighestOneBit().toUByte()/*
* Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n*\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n* \`number.rotateLeft(-n) == number.rotateRight(n)`\n* Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n* \`number.rotateLeft(n % 8)`\n*/
Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.

the least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

number.rotateRight(-n) == number.rotateLeft(n)

Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:

number.rotateRight(n) == number.rotateRight(n % 8)

Counts the number of set bits in the binary representation of this [UShort] number.

Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.

Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:

Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:

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in case of a positive [step], or from [end] to [start] in case of a negative
* [step].

No validation on passed parameters is performed. The given parameters should satisfy the condition: *end* = - either `step > 0` and `start <= end`. In case of a positive
* step, or from `end` to `start` in case of a negative
* step. No validation of passed parameters is performed. The given parameters should satisfy the condition: *end* = - either `step > 0` and `start <= end`,

```
* @param start first element of the progression
* @param end final element of the progression
* @return the final element of the progression
* @suppress
```

```kotlin
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```
@file:kotlin.jvm.JvmName("UStringsKt")  // string
representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this [Byte]
 * value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

```
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUShort(radix: Int): UShort =
toUShortOrNull(radix) ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUInt(): UInt =
toUIntOrNull() ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toULong(): ULong =
toULongOrNull() ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUShortOrNull(radix: Int): UShort =
toUShortOrNull(radix) ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUIntOrNull(): UInt =
toUIntOrNull() ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toULongOrNull(): ULong =
toULongOrNull() ?: numberFormatException(this)@throws NumberFormatException if the string is not a valid representation of a number.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUByteOrNull(): UByte? =
toUByteOrNull(radix = 10)@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUShortOrNull(radix: Int): UShort? =
toUShortOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUIntOrNull(radix: Int): UInt? =
toUIntOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUByteOrNull(radix: Int): UByte? =
toUByteOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUShortOrNull(radix: Int): UShort? =
toUShortOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toUIntOrNull(radix: Int): UInt? =
toUIntOrNull(radix) ?: return null

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun String.toULongOrNull(radix: Int): ULong? =
toULongOrNull(radix) ?: return null

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and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)\n
    val length = this.length
    if (length == 0) return null\n
    val limit: ULong = ULong.MAX_VALUE\n    val start: Int\n    val firstChar = this[0]\n    if (firstChar < 0) {
        if (firstChar < 0) {
            return null
        } else {
            start = 0\n        }
    }

    val limitBeforeMul = limit / uradix
    var result = 0uL
    var i = start
    while (i < length) {
        val digit = digitOf(this[i], radix)\n
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limitForMaxRadix) {
                limitBeforeMul = limit / uradix
            } else {
                return null
            }
        }

        result *= uradix

        val beforeAdding = result
        result += digit.toUInt()\n        if (result < beforeAdding) return null // overflow has happened\n    }

    return result
Returns the angle ‘\( \theta \)’ of the polar coordinates \((r, \theta)\) that correspond to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \(\frac{y}{x}\); the returned value is an angle in the range from \(-\pi\) to \(\pi\) radians.

- \( -\pi \) radians if \( x < 0 \) and \( y > 0 \) or \( x > 0 \) and \( y < 0 \)
- \( \pi \) radians if \( x < 0 \) and \( y < 0 \) or \( x > 0 \) and \( y > 0 \)
- \( 0 \) radians if \( x = 0 \) and \( y > 0 \) or \( x = 0 \) and \( y < 0 \)
- \(-\pi\) radians if \( x = 0 \) and \( y = 0 \) or \( x = 0 \) and \( y = 0 \)

\[
\theta = \begin{cases} 
\arctan \left( \frac{y}{x} \right) & \text{if } x > 0, \ y > 0 \\
\arctan \left( \frac{y}{x} \right) + \pi & \text{if } x < 0, \ y > 0 \\
\arctan \left( \frac{y}{x} \right) - \pi & \text{if } x > 0, \ y < 0 \\
\arctan \left( \frac{y}{x} \right) + \pi & \text{if } x < 0, \ y < 0 \\
\frac{\pi}{2} & \text{if } x = 0, \ y > 0 \\
-\frac{\pi}{2} & \text{if } x = 0, \ y < 0 \\
\text{undefined} & \text{if } x = 0, \ y = 0
\end{cases}
\]

This function can be implemented to produce more precise result for \(-1 < x < 1\) and \(-1 < y < 1\) by using the natural logarithm function \(\ln(x+1)\).

\[
\ln(x+1) = \ln(x) + \ln(1) = \ln(x) + 0 = \ln(x)
\]

This function is used in various applications, including computer graphics, robotics, and engineering.
the smallest double value that is greater than or equal to the given value \[x\] and is a mathematical integer.\n\n* Special cases:\n  - `ceil(x)` is \(x\) where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n  
@SinceKotlin("1.2")\npublic expect fun ceil(x: Double): Double\n
* Rounds the given value \[x\] to an integer towards negative infinity.\n  
@SinceKotlin("1.2")\npublic expect fun floor(x: Double): Double\n
** Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.\n  
@SinceKotlin("1.2")\npublic expect fun round(x: Double): Double\n
** Returns the absolute value of the given value \[x\].\n  
@SinceKotlin("1.2")\npublic expect fun abs(x: Double): Double\n
** Returns the sign of the given value \[x\]:\n  - `-1.0` if the value is negative,\n  - zero if the value is zero,\n  - `1.0` if the value is positive.\n  
@SinceKotlin("1.2")\npublic expect fun sign(x: Double): Double\n
** Raises this value to the power \[x\].\n  
@SinceKotlin("1.2")\npublic expect fun pow(x: Double): Double\n
** Returns the value nearest to this value in direction of positive infinity.\n  
@SinceKotlin("1.2")\npublic expect fun nextUp(): Double\n
** Returns the value nearest to this value in direction of negative infinity.\n  
@SinceKotlin("1.2")\npublic expect fun nextDown(): Double\n
** Returns the [Double] value nearest to this value in direction of positive infinity.\n  
@SinceKotlin("1.2")\npublic expect fun nextTowards(to: Double): Double\n
** Returns the [Double] value nearest to this value in direction from this value towards the value \[to\].\n  
@SinceKotlin("1.2")\npublic expect fun roundToUnit(): Double\n
** Rounds this [Double] value to the nearest integer and converts the result to [Int].\n  
@SinceKotlin("1.2")\npublic expect fun roundToInt(): Int

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positive infinity.

*\n
Special cases:\n
- `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n- `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n
@throws IllegalArgumentException when this value is `NaN`\n
\n
Computes the sine of the angle [x] given in radians.\n
Special cases:\n
- `\n
\n
Computes the cosine of the angle [x] given in radians.\n
Special cases:\n
- `\n
\n
Computes the tangent of the angle [x] given in radians.\n
Special cases:\n
- `\n
\n
Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n
Special cases:\n
- `\n
\n
Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.\n
Special cases:\n
- `\n
\n
Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n
Special cases:\n
- `\n
\n
Returns the angle `\n
\n
Computes the hyperbolic cosine of the value [x].\n
Special cases:\n
- `\n
\n
Computes the hyperbolic tangent of the value [x].\n
Special cases:\n
- `\n
\n
 Computes the inverse hyperbolic cosine of the value [x]; the returned value is positive `\n
\n
Computes the inverse hyperbolic sine of the value [x]; the returned value is `\n
\n
Computes the inverse hyperbolic tangent of the value [x]; the returned value is `\n
\n
 Computes the inverse hyperbolic sine of the value [x]; the returned value is `\n
\n
Computes the inverse hyperbolic cosine of the value [x]; the returned value is positive `\n
\n
Computes the square root of the value [x].\n
Special cases:\n
- `\n
\n
Computes the positive square root of the value [x].\n
Special cases:\n
- `\n
\n
Computes Euler's number `e` raised to the power of the value [x].\n
Special cases:\n
- `\n
\n
This function can be implemented to produce more precise result for [x] near zero.\n
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the sign bit same as of the `[sign] value
  \n  *\n  @SinceKotlin("1.2")
  *\n  public expect fun Float.withSign(sign: Int): Float
  \n  /**
   * Rounds this [Float] value to the nearest integer and converts the result to [Int].
   * Ties are rounded towards positive infinity.
   */
  @SinceKotlin("1.2")
  public expect fun Float.roundToInt(): Int
  \n  /**
   * Rounds this [Float] value to the nearest integer and converts the result to 
   * [Long].
   * Ties are rounded towards positive infinity.
   */
  @SinceKotlin("1.2")
  public expect fun Float.roundToLong(): Long
  \n  // endregion
  // region
  // Integer Math
  //
  /**
   * Returns the absolute value of the given value \n  *\n  *\n  */
  @SinceKotlin("1.2")
  public expect fun abs(n: Int): Int
  \n  /**
   * Returns the absolute value of the given value \n  *\n  */
  @SinceKotlin("1.2")
  public expect fun abs(n: Long): Long
  \n  // endregion
  //
  // region
  // Integer Math
  //
  /**
   * Returns the absolute value of the given value \n  *\n  */
  @SinceKotlin("1.2")
  public expect fun abs(n: Int): Int
  \n  /**
   * Returns the absolute value of the given value \n  *\n  */
  @SinceKotlin("1.2")
  public expect fun abs(n: Long): Long
  \n  // endregion

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MAQ8D,0B;QAaAaB,K;MAChf,qBv9IB0,MAAaK,KU81Be,SAaK,OV9IBpB,EU81B4B,KAAM,OV9IBC,
C;MUgmBZ,QAACQ,C;MACR,OA00,IAA1,CAaje1,IAA8B,SAAR,qBAK,CAAL,CAAQ,EA0E0,IBAAM,CAAN,C
AAP,EAAB2,UAAb9,B,CAArr,C,C;QAACLa.;;MAEJ,IAAS,mbAAL,SAAK,EAAM,BAIAl,CAAJ,IAAN,B,CAAL,IAA
wC,mBAAN,KAAM,EAAmB,IAAI,CAAJ,IAAN,B,CAAC,CAQQ,C;QAACLa.;;MAEJ,IAAS,mbAAL,SAAK,EAAM,
BAIAl,CAAJ,IAAN,B,CAAL,IAA

MACxQ,CAVA9nB,MAK,QuqB,UVrmB,F,EuqB2B,VWvmB3C,CMUunBZ,QAQCQ,C;MACR,OA00,IAA1,CAAJ
IAAI,CAAJ,IAAN,B,CAAC,CAQQ,C;QAACLa.;;MAEJ,IAAS,mbAAL,SAAK,EAAM,BAIAl,CAAJ,IAAN,B,CAAL,IAA
wC,mBAAN,KAAM,EAAmB,IAAI,CAAJ,IAAN,B,CAAC,CAQQ,C;QAACLa.;;MAEJ,IAAS,mbAAL,SAAK,EAAM,
BAIAl,CAAJ,IAAN,B,CAAL,IAA

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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https://github.com/golang/protobuf
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1.1270 xpp 6.5.0
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1.1271 argcomplete 1.12.3
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# Copy of __expand_tilde_by_ref from bash-completion
__python_argcomplete_expand_tilde_by_ref () {
    if [ "${!1:0:1}" = "~" ]; then
        if [ "${!1}" != "${!1///}" ]; then
            eval $1="${!1/%*/}"/"${!1#/*/}"
        else
            eval $1="${!1}"
        fi
    fi
}

# Run something, muting output or redirecting it to the debug stream
# depending on the value of _ARC_DEBUG.
# If ARGCOMPLETE_USE_TEMPFILES is set, use tempfiles for IPC.
__python_argcomplete_run() {
    if [[ -z "$ARGCOMPLETE_USE_TEMPFILES-" ]]; then
        __python_argcomplete_run_inner "$@
        return
    fi
    local tmpfile="$(mktemp)
    __ARGCOMPLETE_STDOUT_FILENAME="$tmpfile" __python_argcomplete_run_inner "$@
    local code=$?
    cat "$tmpfile"
    rm "$tmpfile"
    return $code
}
__python_argcomplete_run_inner() {
    if [[ -z "_${ARC_DEBUG-}" ]]; then
        "$@" 8>&1 9>&2 1>/dev/null 2>&1
    else
        "$@" 8>&1 9>&2 1>&9 2>&1
    fi
}

# Scan the beginning of an executable file ($1) for a regexp ($2). By default, # scan for the magic string indicating that the executable supports the # argcomplete completion protocol. By default, scan the first kilobyte; # if $3 is set to -n, scan until the first line break up to a kilobyte.
__python_argcomplete_scan_head() {
    read -s -r ${3:--N} 1024 < "$1"
    [[ "$REPLY" =~ ${2:-PYTHON_ARGCOMPLETE_OK} ]]
}

__python_argcomplete_scan_head_noerr() {
    __python_argcomplete_scan_head "$@" 2>/dev/null
}

__python_argcomplete_global() {
    local executable=$1
    __python_argcomplete_expand_tilde_by_ref executable

    local ARGCOMPLETE=0
    if [[ "$executable" == python* ]] || [[ "$executable" == pypy* ]]; then
        if [[ "${COMP_WORDS[1]}" == -m ]]; then
            if __python_argcomplete_run "$executable" -m argcomplete._check_module "${COMP_WORDS[2]}"; then
                ARGCOMPLETE=3
            else
                return
            fi
        fi
    elif [[ -f "${COMP_WORDS[1]}" ]] && __python_argcomplete_scan_head_noerr "${COMP_WORDS[1]}"; then
        local ARGCOMPLETE=2
    else
        return
    fi
    elif type -P "$executable" >/dev/null 2>&1; then
        local SCRIPT_NAME=$(type -P "$executable")
        if (type -t pyenv && [[ "$SCRIPT_NAME" = $(pyenv root)/shims/* ]]) >/dev/null 2>&1; then
            local SCRIPT_NAME=$(pyenv which "$executable")
        fi
        if __python_argcomplete_scan_head_noerr "$SCRIPT_NAME"; then
            local ARGCOMPLETE=1
        elif __python_argcomplete_scan_head_noerr "$SCRIPT_NAME" "^#!\((.*)\)" -n && [[
        else
            return
        fi
    fi
}
"${BASH_REMATCH[1]}" =~ ^.*(python|pypy)[0-9.]*$ \]; then
  local interpreter="${BASH_REMATCH"
  if (\_\_python_\_argcomplete_\_scan_\_head_\_noerr "\$SCRIPT\_NAME" "(PBR Generated)\|\(EASY\-INSTALL\-(SCRIPT\|ENTRY\-SCRIPT\|DEV\-SCRIPT)\)"
    \&\& "\$interpreter" "\$(type \(-P\) python-argcomplete-check-easy-install-script)" "\$\$SCRIPT\_NAME")
  >/dev/null 2>&1; then
    local ARGCOMPLETE=1
    elif \_\_python_\_argcomplete_\_run "\$interpreter" \(-m\) argcomplete_\_check_\_console_\_script "\$\$SCRIPT\_NAME";
    then
      local ARGCOMPLETE=1
      fi
    fi
  fi
fi

if [[ \$ARGCOMPLETE != 0 ]]; then
  local IFS=$(echo -e \'\v\')
  COMPREPLY=($\(\_\_ARGCOMPLETE_\_IFS="$IFS" \)
    COMP_LINE="$\_COMP\_LINE" \n    COMP_POINT="$\_COMP\_POINT" \n    COMP_TYPE="$\_COMP\_TYPE" \n    \_\_ARGCOMPLETE\_COMP\_WORDBREAKS="$\_COMP\_WORDBREAKS" \n    \_\_ARGCOMPLETE=\$ARGCOMPLETE \n    \_\_ARGCOMPLETE\_SUPPRESS\_SPACE=1 \n    \_\_python_\_argcomplete_\_run "$\$executable" "\$$\(\_\_\_\_COMP\_WORDS[@]:1:ARGCOMPLETE\:-1\)"
  )
  if [[ \$? != 0 ]]; then
    unset COMPREPLY
    elif [[ "+COMPREPLY" =~ /=[:/]+$ ]]; then
      compopt -o nospace
      fi
    else
      type \(-t\) _completion_loader | grep -q 'function' \&\& _completion_loader "\$@"
    fi
  }
complete -o default -o bashdefault -D \-F \_\_\_\_python_\_argcomplete_\_global

Found in path(s):
* /opt/cola/permits/1158616940_1619802213.38/0/kislyuk-argcomplete-v1-12-3-0-gce54b6d-tar-gz/kislyuk-argcomplete-5c73750/argcomplete/bash_completion.d/python-argcomplete

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# https://docs.fedoraproject.org/en-US/quick-docs/creating-rpm-packages/#con_rpm-spec-file-overview
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Name:
Version:
Release: 0%{?dist}
Summary:

License:
URL:
Source0:

BuildRequires:
Requires:

%description

%prep
%setup -q

%build
%configure
make %{?_smp_mflags}

%install
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%files
%doc
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%changelog

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* /opt/cola/permits/1227685308_1636962156.72/0/spring-cloud-netflix-ribbon-2-2-9-release-sources-jar/org/springframework/cloud/netflix/ribbon/support/ResettableServletInputStreamWrapper.java
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* /opt/cola/permits/1227685308_1636962156.72/0/spring-cloud-netflix-ribbon-2-2-9-release-sources-jar/org/springframework/cloud/netflix/ribbon/RibbonClientName.java
* /opt/cola/permits/1227685308_1636962156.72/0/spring-cloud-netflix-ribbon-2-2-9-release-sources-jar/org/springframework/cloud/netflix/ribbon/RibbonProperties.java

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1.1276 c-ares 1.12.1-DEV

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package api

import (
    "bytes"
    "io/ioutil"
    "os"
    "path/filepath"
    "regexp"
    "testing"
)

// Files in this package use a BSD-style license.
var sentinel = regexp.MustCompile(`(//|#) Copyright \d\d\d\d (Google LLC|The Go Authors)(\.)*( All rights reserved\.)*(//|#) Use of this source code is governed by a BSD-style license that can be found in the LICENSE file.

const prefix = "/// Copyright"

// A few files have to be skipped.
var skip = map[string]bool{
"tools.go": true, // This file requires another comment above the license.
"internal/third_party/uritemplates/uritemplates.go": true, // This file is licensed to an individual.
"internal/third_party/uritemplates/uritemplates_test.go": true, // This file is licensed to an individual.

// This test validates that all go files in the repo start with an appropriate license.
func TestLicense(t *testing.T) {
    err := filepath.Walk(".", func(path string, fi os.FileInfo, err error) error {
        if skip[path] {
            return nil
        }
        if err != nil {
            return err
        }
        if filepath.Ext(path) != ".go" && filepath.Ext(path) != ".sh" {
            return nil
        }
        src, err := ioutil.ReadFile(path)
        if err != nil {
            return nil
        }
        // Verify that the license is matched.
        if !sentinel.Match(src) {
            t.Errorf("%v: license header not present", path)
            return nil
        }
        // Also check it is at the top of .go files (but not .sh files, because they must have a shebang first).
        if filepath.Ext(path) == ".go" && bytes.HasPrefix(src, []byte(prefix)) {
            t.Errorf("%v: license header not at the top", path)
        }
        return nil
    })
    if err != nil {
        t.Fatal(err)
    }
}
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This file contains the following sections:

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ARCHIVE LOCATIONS Where to find newer versions of this software.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

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

Please read at least usage.txt. Some 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.

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========

This package contains C software to implement JPEG image encoding, decoding,
and transcoding. JPEG (pronounced “jay-peg”) is a standardized compression
method for full-color and grayscale images. JPEG’s strong suit is compressing
photographic images or other types of images that have smooth color and
brightness transitions between neighboring pixels. Images with sharp lines or
other abrupt features may not compress well with JPEG, and a higher JPEG
quality may have to be used to avoid visible compression artifacts with such
images.

JPEG is lossy, meaning that the output pixels are not necessarily identical to
the input pixels. However, on photographic content and other “smooth” images,
very good compression ratios can be obtained with no visible compression
artifacts, and extremely high compression ratios are possible if you are
willing to sacrifice image quality (by reducing the ”quality” setting in the
compressor.)

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.
We have made no provision for supporting the hierarchical or lossless
processes defined in the standard.

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

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

We have also included "jpegtran", a utility for lossless transcoding between
different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple
applications for inserting and extracting textual comments in JFIF files.

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

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The Unix configuration script "configure" was produced with GNU Autoconf.
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The same holds for its supporting scripts (config.guess, config.sub,
lntmain.sh). Another support script, install-sh, is copyright by X Consortium
but is also freely distributable.

The IJG distribution formerly included code to read and write GIF files.
To avoid entanglement with the Unisys LZW patent (now expired), 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 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 PDF file containing a revised version of Wallace's article is available at http://www.ijg.org/files/Wallace.JPEG.pdf. 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 JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. JFIF 1.02 has been adopted as an Ecma International Technical Report and thus received a formal publication status. It is available as a free download in PDF format from http://www.ecma-international.org/publications/techreports/E-TR-098.htm.

A PostScript version of the JFIF document is available at http://www.ijg.org/files/jfif.ps.gz. There is also a plain text version at http://www.ijg.org/files/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 http://www.ijg.org/files/．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.

ARCHIVE LOCATIONS

The "official" archive site for this software is www.iijg.org. The most recent released version can always be found there in directory "files".


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

FILE FORMAT WARS

The ISO/IEC JTC1/SC29/WG1 standards committee (also known as JPEG, together with ITU-T SG16) currently promotes different formats containing the name "JPEG" which are incompatible with original DCT-based JPEG. IJG therefore does not support these formats (see REFERENCES). Indeed, one of the original reasons for developing this free software was to help force convergence on common, interoperable format standards for JPEG files.

Don't use an incompatible file format!
(In any case, our decoder will remain capable of reading existing JPEG image files indefinitely.)

TO DO

Please send bug reports, offers of help, etc. to jpeg-info@jpegclub.org.

libsdl
skia

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node_preamble

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vulkanmemoryallocator

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zdlib

zdlib.h -- interface of the 'zdlib' general purpose compression library
version 1.2.4, March 14th, 2010

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1.1285 f5-sdk 3.0.21

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Metadata-Version: 1.1
Name: f5-sdk
Version: 3.0.21
Summary: F5 Networks Python SDK
Home-page: https://github.com/F5Networks/f5-common-python
Author: F5 Networks
Author-email: f5_common_python@f5.com
License: Apache License, Version 2.0
Description: UNKNOWN
Keywords: F5, sdk, api,icontrol, bigip, api, ltm
Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
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Classifier: Intended Audience :: System Administrators

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* /opt/cola/permits/1166303289_1621381633.85/0/f5-sdk-3-0-21-tar-gz/f5-sdk-3.0.21/f5_sdk.egg-info/PKG-INFO
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1.1301 classmate 1.5.1

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## 1.1304 toml 0.10.2

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## 1.1305 gorilla 1.8.0

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1.1306 klauspost-compress 1.11.0

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1.1308 centos-release-virt-common 1-el7.centos

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Summary: Common release file to establish shared metadata for CentOS Virt SIG
Name: centos-release-virt-common
Epoch: 0
Version: 1
Release: 1% ?dist
License: GPL
Group: System Environment/Base
Source0: RPM-GPG-KEY-CentOS-SIG-Virtualization
URL: http://wiki.centos.org/SpecialInterestGroup/Virtualization
BuildArch: noarch

Provides: centos-release-virt-common
Requires: centos-release

BuildRoot: %{_tmppath}/%{name}-root

%description
Common files needed by other centos-release components in the Virtualization SIG

%prep
%setup -q -n %{name} -T -c

%install
rm -rf $RPM_BUILD_ROOT
mkdir -p $RPM_BUILD_ROOT/etc/pki/rpm-gpg/
install -m 644 %SOURCE0 $RPM_BUILD_ROOT/etc/pki/rpm-gpg/

%clean
rm -rf $RPM_BUILD_ROOT

%files
%defattr(-,root,root)
/etc/pki/rpm-gpg/RPM-GPG-KEY-CentOS-SIG-Virtualization

%changelog
* Thu Sep 3 2015 Karanbir Singh <kbsingh@centos.org> - 1-1
  - Basic setup with the gpg key

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* /opt/cola/permits/1147197799_1616861485.16/0/centos-release-virt-common-1-1.el7.centos-1.src.rpm-cosi-expand-archive-ZEra7Dmr/centos-release-virt-common.spec

1.1309 mongodb-aggregate-query-support-conditions 0.8.10.6

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# Jackson JSON processor

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

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 */

Found in path(s):
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/LazyDBEncoder.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/internal/CryptBinding.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/ListDatabasesIterable.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/GroupCommand.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/LazyDBList.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/jndi/MongoClientFactory.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/model/DBCollectionDistinctOptions.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/ListIndexesIterableImpl.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/BulkWriteRequestBuilder.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/BulkWriteOperation.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/BulkUpdateRequestBuilder.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/model/DBObjectCollationHelper.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-jar/com/mongodb/client/model/ListIndexesIterableImpl.java

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11910

* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-
jar/com/mongodb/client/internal/OperationExecutor.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-
jar/com/mongodb/client/internal/ClientEncryptionImpl.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-
jar/com/mongodb/MongoClient.java
* /opt/cola/permits/1284951586_1646865579.21/0/mongodb-driver-3-12-7-sources-
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1.1326 paramiko 2.4.3

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1.1332 unzip 6.0-21.el7_9.0atomix1

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1.1333 slf4j-ext 1.7.25

1.1334 ustr 1.0.4 16.el7

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* /opt/ws_local/PERMITS_SQL/1082518019_1597960242.29/0/springfox-spi-3-0-0-sources-jar/springfox/documentation/spi/service/contexts/OperationContext.java
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jar/springfox/documentation/spi/service/RequestHandlerProvider.java
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{ "testfiles": [ "test/*.uts", "test/contrib/*.uts" ], "remove_testfiles": [ "test/linux.uts", "test/windows.uts", "test/contrib/cansocket_native.uts", "test/contrib/cansocket_python_can.uts" ], "onlyfailed": true, "preexec": { "test/contrib/*.uts": "load_contrib("%name%")" },
"test/cert.uts": "load_layer("tls")",
"test/sslv2.uts": "load_layer("tls")",
"test/tls*.uts": "load_layer("tls")"
},
"format": "text",
"kw_ko": [
  "linux",
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]
}

1.1345 bdbclient 0.3.0

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Version 2, June 1991

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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

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Because of this blurred distinction, using the ordinary General
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1.1351 jnr-ffi 2.1.7

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## Special Recognition ##

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

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

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

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

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As per item (3), we are required to provide a brief summary of changes. For this, see comments in patsy/compat.py.

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1.1368 threetenbp 1.4.0

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 * <p>
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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.
* *
* { @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.
* *
* 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
* </pre>
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.

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>.

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.

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>.
* 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 lengthAdjustment.
* 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.
* 
* lengthFieldOffset = 1
* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* 
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | “HELLO, WORLD” |      | 0xFE | “HELLO, WORLD” |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/

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lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
and the initial implementation of incremental propagation, including the following new or changed files:

- include/iprop_hdr.h
- kadmin/server/ipropd_svc.c
- lib/kdb/iprop.x
- lib/kdb/kdb_convert.c
- lib/kdb/kdb_log.c
- lib/kdb/kdb_log.h
- lib/krb5/error_tables/kdb5_err.et
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1.378 antlr-runtime 4.7
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 */

lexer grammar XPathLexer;

tokens { TOKEN_REF, RULE_REF }

/*
path : separator? word (separator word)* EOF ;

separator
  : ':' '?'
  | '/? '!'
  | '/?' '!'
  | '/'
  | '//'
  ;

word:TOKEN_REF
  | RULE_REF
  | STRING
  | '*'
  ;
  */

ANYWHERE : '//';
ROOT : '/' ;
WILDCARD : '*' ;
BANG : '!' ;

ID:NameStartChar NameChar*
{
  String text = getText();
  if ( Character.isUpperCase(text.charAt(0)) ) setType(TOKEN_REF);
  else setType(RULE_REF);
  }

fragment
NameChar   : [A-Za-z0-9_]
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* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/CharStreams.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/CommonToken.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/ProxyErrorListener.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/tree/pattern/TextChunk.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/misc/Utils.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/RuleContextWithAltNum.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/misc/Tuple2.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/PlusBlockStartState.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/tree/ErrorNode.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/PredictionMode.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/PredictionContext.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/ATNSerializer.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/AmbiguityInfo.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/dfa/LexerDFASerializer.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/misc/ParseCancellationException.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/atn/LexerPushModeAction.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/RuleVersion.java
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* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/ConsoleErrorListener.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/ListTokenSource.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/DiagnosticErrorListener.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/antlr/v4/runtime/misc/IntervalSet.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/RuleStartState.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/ATNType.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/dfa/EmptyEdgeMap.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/BlockStartState.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/EmptyPredictionContext.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/tree/TerminalNodeImpl.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/ParserATNSimulator.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/atan/LexerATNSimulator.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/tree/pattern/ParseTreePattern.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/tree/xpath/XPathRuleAnywhereElement.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/tree/xpath/XPathWildcardElement.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/misc/FlexibleHashMap.java
* /opt/cola/permits/1252025794_1641858783.91/0/antlr4-runtime-4-7-sources-jar/org/antlr/v4/runtime/tree/xpath/XPathElement.java

1.1379 jetty-setuid-java 1.0.3

1.1380 mitchellh-copystructure 1.0.0

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1.1385 swagger-parser-v3 2.0.20

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Automatic-Module-Name: io.swagger.v3.core
Bnd-LastModified: 1585747900398
Build-Jdk: 1.8.0_151
Built-By: frantuma
Bundle-Description: Sonatype helps open source projects to set up Maven repositories on https://oss.sonatype.org/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: swagger-core
1.1386 log4j-web 2.17.1

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parts of src/rdmurmur2.c: git@github.com:abandoned/murmur2.git

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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources.jar/com/amazonaws/auth/AnonymousAWSCredentials.java
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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources.jar/com/amazonaws/waiters/HttpSuccessStatusAcceptor.java
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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/http/apache/client/impl/ConnectionManagerAwareHttpClient.java
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/**
* Interface for providing AWS region information. Implementations are free to use any strategy for
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*/

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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/auth/AWSCredentialsProviderChain.java
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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/util/Base64Codec.java
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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/auth/AWSStaticCredentialsProvider.java
* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/util/XMLWriter.java
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* /opt/cola/permits/1284950630_1646865554.75/0/aws-java-sdk-core-1-12-91-sources-jar/com/amazonaws/util/BasicNameValuePair.java
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* /opt/cola/permits/1285051009_1646872501.63/0/spring-kafka-test-2-7-6-sources-jar/org/springframework/kafka/test/hamcrest/KafkaMatchers.java
* /opt/cola/permits/1285051009_1646872501.63/0/spring-kafka-test-2-7-6-sources-jar/org/springframework/kafka/test/utils/ContainerTestUtils.java
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* /opt/cola/permits/1285051009_1646872501.63/0/spring-kafka-test-2-7-6-sources-jar/org/springframework/kafka/test/context/EmbeddedKafkaContextCustomizer.java

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/***
 * Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
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 */

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jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4.1.66-final-sources-
jar/io/netty/channel/epoll/EpollDomainDatagramChannel.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4.1.66-final-sources-
jar/io/netty/channel/epoll/SegmentedDatagramPacket.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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  jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-
  jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-
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* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-
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* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-
  jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-
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* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4-1-66-final-sources-jar/io/netty/channel/epoll/LinuxSocket.java
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  jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4.1.66-final-sources-
  jar/io/netty/channel/epoll/EpollEventLoop.java
* /opt/cola/permits/1182802106_1627053448.0/0/netty-transport-native-epoll-4.1.66-final-sources-
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  jar/io/netty/channel/epoll/EpollTcpInfo.java
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  core/src/main/java/org/jctools/queues/LinkedQueueNode.java
*/

Found in path(s):
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-
  jar/rx/internal/util/atomic/LinkedQueueNode.java
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* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/Single.java
* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeCombineLatest.java

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/SingleDoAfterTerminate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/singles/BlockingSingle.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/observables/AsyncOnSubscribe.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/BlockingUtils.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/SingleSubscriber.java

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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

RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/CompletableEmitter.java
* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/CompletableSubscriber.java
* /opt/cola/permits/1199767188_1630583074.70/rxjava-1-3-8-sources-4-jar/rx/internal/operators/CompletableFromEmitter.java

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/**
 * This plugin class provides 2 ways to customize [@link Scheduler] functionality
 * 1. You may redefine entire schedulers, if you so choose. To do so, override
 * the 3 methods that return Scheduler (io(), computation(), newThread()).
 * 2. You may wrap/decorate an [@link Action0], before it is handed off to a Scheduler. The system-
supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler, Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to modify Scheduler functionality without redefining Schedulers wholesale.

Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.

See [RxJavaPlugins] or the RxJava GitHub Wiki for information on configuring plugins:

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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithSize.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDebounceWithSelector.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/RxThreadFactory.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeSkipTimed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoAfterTerminate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorTakeTimed.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDelayWithSelector.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorRetryWithPredicate.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDelayWithSelector.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorDoAfterTerminate.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorWindowWithSize.java
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* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorSampleWithTime.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWindowWithTime.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OperatorWithLatestFrom.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/operators/OnSubscribeRefCount.java
* /opt/cola/permits/1199767188_1630583074.7/0/rxjava-1-3-8-sources-4-jar/rx/internal/util/atomic/SpscLinkedArrayQueue.java

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1.1394 guava 28.2-jre

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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
  jar/com/google/common/base/CommonMatcher.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
  jar/com/google/common/base/JdkPattern.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/MinMaxPriorityQueue.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/SortedMapDifference.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/AbstractSequentialIterator.java
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jar/com/google/common/collect/FilteredMultimapValues.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/cache/Striped64.java
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/**
 * Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
 * [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
 * under GWT but with a slightly different signature.
 *
 * &lt;p&gt;We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
 * it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/util/concurrent/AtomicLongMap.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/GwtTransient.java

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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/graph/ElementOrder.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/graph/EndpointPair.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/graph/GraphConnections.java
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jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/collect/TreeBasedTable.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/collect/Range.java

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/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}</b>
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 * ImmutableSortedMap#of(Comparable, Object)}</b>.
 */

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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/ForwardingSortedSet.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-jar/com/google/common/collection/ForwardingMultiset.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
  jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
  jar/com/google/common/primitives/ImmutableDoubleArray.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/hash/PrimitiveSink.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/hash/Hashing.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/Absent.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
jar/com/google/common/math/package-info.java

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jar/com/google/common/io/LittleEndianDataInputStream.java
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jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/FinalizableReferenceQueue.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/Predicate.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/collect/HashBiMap.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/collect/EnumMultiset.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/AbstractIterator.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/Preconditions.java
* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4.jar/com/google/common/base/Objects.java
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  jar/com/google/common/eventbus/Subscribe.java

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jar/com/google/common/hash/package-info.java

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jar/com/google/common/base/CharMatcher.java
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
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* /opt/cola/permits/1110642580_1606841489.26/0/guava-28-2-jre-sources-4-
jar/com/google/common/collection/ForwardingTable.java
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jar/com/google/common/collection/AbstractIndexedListIterator.java
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jar/com/google/common/collection/ImmutableEnumSet.java
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jar/com/google/common/collection/ImmutableSortedSetFauxverideShim.java
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* Returns an array containing all of the elements in the specified collection. This method
* returns the elements in the order they are returned by the collection's iterator. The returned
* array is "safe" in that no references to it are maintained by the collection. The caller is
* thus free to modify the returned array.
*  
*  
* This method assumes that the collection size doesn't change while the method is running.
*  
* TODO(kevinb): support concurrently modified collections?
*  
* @param c the collection for which to return an array of elements
*/

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* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-jar/org/antlr/stringtemplate/misc/JTreeStringTemplatePanel.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-jar/org/antlr/stringtemplate/misc/StringTemplateTreeView.java

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  jar/org/antlr/stringtemplate/language/GroupLexer.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/AngleBracketTemplateLexer.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/GroupParserTokenTypes.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/DefaultTemplateLexer.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/InterfaceParser.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/ActionLexer.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/ActionParserTokenTypes.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
  jar/org/antlr/stringtemplate/language/DefaultTemplateLexer.java
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  jar/org/antlr/stringtemplate/language/InterfaceParser.java
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  jar/org/antlr/stringtemplate/language/ActionLexer.java
jar/org/antlr/stringtemplate/language/InterfaceParserTokenTypes.java
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jar/org/antlr/stringtemplate/language/ActionEvaluator.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
jar/org/antlr/stringtemplate/language/InterfaceLexer.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
jar/org/antlr/stringtemplate/language/ActionParser.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
jar/org/antlr/stringtemplate/language/AngleBracketTemplateLexerTokenTypes.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
jar/org/antlr/stringtemplate/language/TemplateParserTokenTypes.java
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-
jar/org/antlr/stringtemplate/language/TemplateParser.java

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   */
  package org.antlr.stringtemplate.language;
  import org.antlr.stringtemplate.*;
  import java.io.*;
  }

/** A parser used to break up a single template into chunks, text literals
* and attribute expressions.
*/
class TemplateParser extends Parser;

{]
protected StringTemplate self;

class TemplateParser extends Parser { public void reportError(RecognitionException e) { StringTemplateGroup group = self.getGroup(); if (group==StringTemplate.defaultGroup) { self.error("template parse error; template context is "+self.getEnclosingInstanceStackString(), e); } else { self.error("template parse error in group "+self.getGroup().getName()+" line "+self.getGroupFileLine()+"; template context is "+self.getEnclosingInstanceStackString(), e); } } }

template[TemplateParser self] {
this.self = self;
}
: ( s:LITERAL {self.addChunk(new StringRef(self,s.getText()));}
  | nl:NEWLINE
  {
    if (LA(1)!=ELSE && LA(1)!=ENDIF ) {
      self.addChunk(new NewlineRef(self,nl.getText()));
    }
  }
  | action[TemplateParser self])*

  ;

action[TemplateParser self] :
  a:ACTION
  {
    String indent = ((ChunkToken)a).getIndentation();
    ASTExpr c = self.parseAction(a.getText());
    c.setIndentation(indent);
    self.addChunk(c);
  }

  | i:IF
  {
    ConditionalExpr c = (ConditionalExpr)self.parseAction(i.getText());
    // create and precompile the subtemplate
StringTemplate subtemplate = 
new StringTemplate(self.getGroup(), null);
subtemplate.setEnclosingInstance(self);
subtemplate.setName(i.getText() + "_subtemplate");
self.addChunk(c);
}

template[subtemplate] { if ( c != null ) c.setSubtemplate(subtemplate); }

( ei:ELSEIF
 |
 ASTExpr ec = self.parseAction(ei.getText());
// create and precompile the subtemplate
StringTemplate elseIfSubtemplate = 
new StringTemplate(self.getGroup(), null);
elseIfSubtemplate.setEnclosingInstance(self);
elseIfSubtemplate.setName(ei.getText() + "_subtemplate");
}

template[elseIfSubtemplate]
{ if ( c != null ) c.addElseIfSubtemplate(ec, elseIfSubtemplate); }
)

( ELSE
 |
 // create and precompile the subtemplate
StringTemplate elseSubtemplate = 
new StringTemplate(self.getGroup(), null);
elseSubtemplate.setEnclosingInstance(self);
elseSubtemplate.setName("else_subtemplate");
}

template[elseSubtemplate]
{ if ( c != null ) c.setElseSubtemplate(elseSubtemplate); }
)

ENDIF |

rr:REGION_REF
 |
 // define implicit template and
 // convert @r() to region__enclosingTemplate__r()
String regionName = rr.getText();
String mangledRef = null;
boolean err = false;
// watch out for @super.r(); that does NOT def implicit region
// convert to super.region__enclosingTemplate__r()
if ( regionName.startsWith("super." ) ) {
    //System.out.println("super region ref "+regionName);
    String regionRef =
        regionName.substring("super.".length(),regionName.length());
    String templateScope =
        self.getGroup().getUnMangledTemplateName(self.getName());
    StringTemplate scopeST = self.getGroup().lookupTemplate(templateScope);
    if ( scopeST==null ) {
        self.getGroup().error("reference to region within undefined template: "+
            templateScope);
        err=true;
    }
    if ( !scopeST.containsRegionName(regionRef) ) {
        self.getGroup().error("template "+templateScope+" has no region called "+
            regionRef);
        err=true;
    }
    else {
        mangledRef =
            self.getGroup().getMangledRegionName(templateScope,regionRef);
        mangledRef = "super."+mangledRef;
    }
    }
else {
    //System.out.println("region ref "+regionName);
    StringTemplate regionST =
        self.getGroup().defineImplicitRegionTemplate(self,regionName);
    mangledRef = regionST.getName();
    }
if ( !err ) {
    // treat as regular action: mangled template include
    String indent = ((ChunkToken)rr).getIndention();
    ASTExpr c = self.parseAction(mangledRef+"()");
    c.setIndention(indent);
    self.addChunk(c);
    }
}

|rd:REGION_DEF
{
String combinedNameTemplateStr = rd.getText();
int indexOfDefSymbol = combinedNameTemplateStr.indexOf("::=");
if ( indexOfDefSymbol>=1 ) {
    String regionName = combinedNameTemplateStr.substring(0,indexOfDefSymbol);
    String template =
        combinedNameTemplateStr.substring(indexOfDefSymbol+3,
            combinedNameTemplateStr.length());
...
StringTemplate regionST =
    self.getGroup().defineRegionTemplate(self,
    regionName,
    template,
    StringTemplate.REGION_EMBEDDED);
    // treat as regular action: mangled template include
String indent = ((ChunkToken)rd).getIndentation();
ASTExpr c = self.parseAction(regionST.getName()+"()");
c.setIndentation(indent);
self.addChunk(c);
}
else {
    self.error("embedded region definition screwed up");
}
}

/** Break up an input text stream into chunks of either plain text
* or template actions in "$...$". Treat IF and ENDIF tokens
* specially.
*/
class DefaultTemplateLexer extends Lexer;

options {
    k=7; // see "$endif$"
    charVocabulary = '\u0001'..'\uFFFE';
}

protected String currentIndent = null;
protected StringTemplate self;

public DefaultTemplateLexer(StringTemplate self, Reader r) {
    this(r);
    this.self = self;
}

public void reportError(RecognitionException e) {
    self.error("$...$ chunk lexer error", e);
}

protected boolean upcomingELSE(int i) throws CharStreamException {
    return LA(i)=='$'&&LA(i+1)=='e'&&LA(i+2)=='l'&&LA(i+3)=='s'&&LA(i+4)=='e'&&LA(i+5)=='$';
}

protected boolean upcomingENDIF(int i) throws CharStreamException {
    return LA(i)=='$'&&LA(i+1)=='e'&&LA(i+2)=='n'&&LA(i+3)=='d'&&LA(i+4)=='i'&&
LA(i+5)=='\r'&&LA(i+6)=='$';
}

protected boolean upcomingAtEND(int i) throws CharStreamException {
return LA(i)=='$'&&LA(i+1)=='@'&&LA(i+2)=='e'&&LA(i+3)=='n'&&LA(i+4)=='d'&&LA(i+5)=='$';
}

protected boolean upcomingNewline(int i) throws CharStreamException {
return (LA(i)=='\r'&&LA(i+1)=='\n')||LA(i)=='\n';
}

LITERAL
   {LA(1)!='\r'&&LA(1)!='\n'}?
   ( options { generateAmbigWarnings=false; }
   {
   int loopStartIndex=text.length();
   int col=getColumn();
   }
   : '\!' '\$' // allow escaped delimiter
   | '\!' '\\' // always replace \ with \
   | '\!' '~$' // otherwise ignore escape char
   | ind:INDENT
   {
   if ( col==1 && LA(1)=='$' ) {
   // store indent in ASTExpr not in a literal
   currentIndent=ind.getText();
   text.setLength(loopStartIndex); // reset length to wack text
   }
   else currentIndent=null;
   } |
   ~('$(\r|\n')
   )+
   {if (($getText).length()==0) {$setType(Token.SKIP);}} // pure indent?
   ;

NEWLINE
   :('\r'|\n' {newline(); currentIndent=null;})
   :

ACTION
   options {
   generateAmbigWarnings=false; // $EXPR$ is ambig with $!..!$
   }
   {
   int startCol = getColumn();
   }
   : LINE_BREAK {$setType(Token.SKIP);}
// Match escapes not in a string like <u\ufeaf5>

[StringBuffer buf = new StringBuffer(); char uc = 'u0000';]

'\$!' (uc=ESC_CHAR {buf.append(uc); })+\$!'

{$setType(buf.toString()); $setType(LITERAL);}

| COMMENT {$setType(Token.SKIP);}
|
options {
    generateAmbigWarnings=false; // SEXPR is ambig with $endif$ etc...
}

:\$!' "if" ('!*"(" IF_EXPR ")" \$!' {$setType(TemplateParser.IF);}
    ( ('\r')? '^n!' {newline();})? // ignore any newline right after an IF
[\$!' "elseif" ('!*"(" IF_EXPR ")" \$!' {$setType(TemplateParser.ELSEIF);}
    ( ('\r')? '^n!' {newline();})? // ignore any newline right after an IF
| \$!' "else" \$!' {$setType(TemplateParser.ELSE);}
    ( ('\r')? '^n!' {newline();})? // ignore any newline right after an ELSE
| \$!' "endif" \$!' {$setType(TemplateParser.ENDIF);}
    ( {startCol==1}? ('\r')? '
' {newline();})? // ignore after ENDIF if on line by itself

| // match $@foo($ => foo
// match $@foo$...$@end$ => foo:==...
| \$!' '@!' (~('('|'(')|')')+)'

| ($')! \$!' {$setType(TemplateParser.REGION_REF);}
| \$!' {$setType(TemplateParser.REGION_DEF);
    String t=$getText;
    $setText(t+"::=");
    }

    ( options {greedy=true;} : ('\r')? '
' {newline();})?

    boolean atLeft = false;
    ( options {greedy=true;} // handle greedy=false with predicate
      :(!{(upcomingAtEND(1)|{(upcomingNewline(1)&&upcomingAtEND(2)))}}
        ( ('\r')? '^n' {newline(); atLeft = true;} )
      )
      )
    )

    ( ('\r')? '^n!' {newline(); atLeft = true;} )?

    ( "$@end$"!
    )

    ( {atLeft}? ('\r')? '^n!' {newline();})?

    )

| \$!' EXPR \$!' // (Can't start with '!', which would mean comment)
|

( ChunkToken t = new ChunkToken(_ttype, $getText, currentIndent); $setToken(t);)
ESC : '\.' // ($'|n'|t'|\v'|\f'|\r')
;

protected
HEX:'0..'9'|'A..'F'|'a..'f'
;

protected
SUBTEMPLATE :
   '{' (SUBTEMPLATE|ESC|~'}')* '}'
;

protected
NESTED_PARENS :
   '(' (options {greedy=false;}:NESTED_PARENS|ESC|~')')+ ')
;

protected
INDENT :
   ( options {greedy=true;}: ' ' | '	')+
;

protected
COMMENT {
   int startCol = getColumn();
}
   "$!
   (options {greedy=false;}
   :('r')? \n\n' {newline();}
|).
)*
"$" ( {startCol==1}? ('r')? \n\n' {newline();} )?
;

protected
LINE_BREAK :
   "$\\$" (INDENT)? ('r')? \n\n' {newline();} (INDENT)?
;

Found in path(s):
* /opt/cola/permits/1136477616_1613772696.75/0/stringtemplate-3-2-1-sources-4-jar/org/antlr/stringtemplate/language/template.g
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*/
package org.antlr.stringtemplate.language;
import org.antlr.stringtemplate.*;
import java.util.*;
}

/** Match an ST group interface. Just a list of template names with args.
* Here is a sample interface file:
*
*interface nfa;
*nfa(states,edges);
*optional state(name);
*/
class InterfaceParser extends Parser;

options {
    k=3;
}

protected StringTemplateGroupInterface groupI;

public void reportError(RecognitionException e) {
    if ( groupI!=null ) {
        groupI.error("template group interface parse error", e);
    }
    else {
        System.err.println("template group interface parse error: "+e);
        e.printStackTrace(System.err);
    }
}

groupInterface[StringTemplateGroupInterface groupI]
{this.groupI = groupI;}
:"interface" name:ID {groupI.setName(name.getText());} SEMI
    ( template[groupI ]+ ;
template[StringTemplateGroupInterface groupI]
{
   LinkedHashMap formalArgs = new LinkedHashMap(); // leave blank if no args
   String templateName=null;
}
[opt:"optional"]? name:ID LPAREN (formalArgs=args)? RPAREN SEMI
{
   templateName = name.getText();
   groupI.defineTemplate(templateName, formalArgs, opt!=null);
}
;

class InterfaceLexer extends Lexer;

options {
   k=2;
   charVocabulary = \u0000..\uFFFE;
}

ID:('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'-'|'_')*;

LPAREN: '(' ;
RPAREN: ')' ;
COMMA: ',' ;
SEMI: ';' ;
COLON: ':' ;

// Single-line comments
SL_COMMENT :
   "//" 
   (~('\n'|'\r'))* (('\r')? '\n')? 
   {$setType(Token.SKIP); newline();}
;

// multiple-line comments
ML_COMMENT :
   "/*" 
   ( 
      options {
         greedy=false;
      }
   
   { 
      $setComment( //
      )
   
   }
}
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*/

package org.antlr.stringtemplate.language;
import org.antlr.stringtemplate.*;
import java.io.*;
}

/** Break up an input text stream into chunks of either plain text
 * or template actions in "<...>". Treat IF and ENDIF tokens
 * specially.
 */
class AngleBracketTemplateLexer extends Lexer;

options {
    importVocab=TemplateParser;
    k=7; // see "<endif>
    charVocabulary = ''..'￾';
}

protected String currentIndent = null;
protected StringTemplate self;

public AngleBracketTemplateLexer(StringTemplate self, Reader r) {
    this(r);
    this.self = self;
}

public void reportError(RecognitionException e) {
    self.error("<...> chunk lexer error", e);
}

protected boolean upcomingELSE(int i) throws CharStreamException {
    return LA(i)=='<'&&LA(i+1)=='e'&&LA(i+2)=='l'&&LA(i+3)=='s'&&LA(i+4)=='e'&&
            LA(i+5)=='>';
}

protected boolean upcomingENDIF(int i) throws CharStreamException {
    return LA(i)=='<'&&LA(i+1)=='e'&&LA(i+2)=='n'&&LA(i+3)=='d'&&LA(i+4)=='i'&&
            LA(i+5)=='f'&&LA(i+6)=='>';
}

protected boolean upcomingAtEND(int i) throws CharStreamException {
    return LA(i)=='<'&&LA(i+1)=='@'&&LA(i+2)=='e'&&LA(i+3)=='n'&&LA(i+4)=='>';
}

protected boolean upcomingNewline(int i) throws CharStreamException {
    return (LA(i)==''&&LA(i+1)=='
')||LA(i)=='
';
}
\[
{\text{options\{\ generateAmbigWarnings=false; \}}} \\
\{ \\
\text{int\ loopStartIndex=text.length();} \\
\text{int\ col=getColumn();} \\
\} \\
:\text{if\ (col==1&&LA(1)=='<')\{} \\
\text{//\ store\ indent\ in\ ASTExpr\ not\ in\ a\ literal} \\
\text{currentIndent=ind.getText();} \\
text.setLength(loopStartIndex); //\ reset\ length\ to\ wack\ text \\
\} \\
\text{else\ currentIndent=null;} \\
\} \\
\} \\
\] \\
: (options\{\ greedy=true;\}::'\ | ' \n') \\
; \\
\] \\
NEWLINE \\
:('\n')? 'n' \text{newline(); currentIndent=null;} \\
; \\
\] \\
ACTION \\
\text{options\{} \\
\text{generateAmbigWarnings=false; // <EXPR> is ambig with <!..!>} \\
\} \\
\} \\
\] \\
: LINE_BREAK \{\text{setType(.Token.SKIP);}\} \\
| //\ Match\ escapes\ not\ in\ a\ string\ like\ <\u0005> \\
{\text{StringBuffer\ buf = new StringBuffer();\ char\ uc = '\u0005';} \\
'<'! (uc=ESC_CHAR \{buf.append(uc);\ })+'>'}

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*/

package org.antlr.stringtemplate.language;
import org.antlr.stringtemplate.*;
import java.util.*;
}

/** Match a group of template definitions beginning
 * with a group name declaration. Templates are enclosed
 * in double-quotes or <<...>> quotes for multi-line templates.
 * Template names have arg lists that indicate the cardinality
 * of the attribute: present, optional, zero-or-more, one-or-more.
 * Here is a sample group file:
 *
group nfa;

// an NFA has edges and states
nfa(states,edges) ::= <<
digraph NFA {
    rankdir=LR;
    <states; separator="\n">  
    <edges; separator="\n">  
}
>>

state(name) ::= "node [shape = circle]; <name>;";

*/
class GroupParser extends Parser;

options {
protected StringTemplateGroup group;

public void reportError(RecognitionException e) {
    if ( group!=null ) {
        group.error("template group parse error", e);
    } else {
        System.err.println("template group parse error: "+e);
        e.printStackTrace(System.err);
    }
}
// @template.region() ::= "...
StringTemplate scopeST = g.lookupTemplate(scope.getText());
if ( scopeST == null ) {
  g.error("group "+g.getName()+" line "+line+: reference to region within undefined template: "+
  scope.getTxt());
  err=true;
}
if ( !scopeST.containsRegionName(region.getText()) ) {
  g.error("group "+g.getName()+" line "+line+: template "+scope.getTxt()+" has no region called "+
  region.getTxt());
  err=true;
}
if ( err ) {
  st = new StringTemplate();
} else {
  st = g.defineRegionTemplate(scope.getText(),
  region.getText(),
  null,
  StringTemplate.REGION_EXPLICIT);
}

|name:ID {templateName = name.getText();}
{| if ( g.isDefinedInThisGroup(templateName) ) {
  g.error("redefinition of template: "+templateName);
  st = new StringTemplate(); // create bogus template to fill in
} else {
  st = g.defineTemplate(templateName, null);
}
|
| {if ( st!=null ) {st.setGroupFileLine(line);}}
LPAREN
  (args[st][]st.defineEmptyFormalArgumentList();)
RPAREN
DEFINED_TO_BE
  (t:STRING {st.setTemplate(t.getText());}
  [bt:BIGSTRING {st.setTemplate(bt.getText());}
  )
|
  alias:ID DEFINED_TO_BE target:ID
  {g.defineTemplateAlias(alias.getText(), target.getText());}
;}

args[StringTemplate st]
:arg[st] ( COMMA arg[st] )*:

arg[StringTemplate st]
{
StringTemplate defaultValue = null;
}
:name:ID
(ASSIGN s:STRING
{
defaultValue=new StringTemplate("$_val_\$");
defaultValue.setAttribute("_val_", s.getText());
defaultValue.defineFormalArgument("_val_"); defaultValue.setName("<"+st.getName()+"'s arg "+name.getText()+" default value subtemplate>");
}
ASSIGN bs:ANONYMOUS_TEMPLATE
{
defaultValue=new StringTemplate(st.getGroup(), bs.getText());
defaultValue.setName("<"+st.getName()+"'s arg "+name.getText()+" default value subtemplate>");
}
)
?{st.defineFormalArgument(name.getText(), defaultValue);}
;

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
:   OPTIONAL {cardinality=FormalArgument.OPTIONAL;}
|   STAR     {cardinality=FormalArgument.ZERO_OR_MORE;}
|   PLUS     {cardinality=FormalArgument.ONE_OR_MORE;}
|
;
*/

mapdef[StringTemplateGroup g]
{
Map m=null;
}
:name:ID
 DEFINED_TO_BE m=map
{
if ( g.getMap(name.getText())!=null ) {
    g.error("redefinition of map: "+name.getText());
}
else if ( g.isDefinedInThisGroup(name.getText()) ) {
    g.error("redefinition of template as map: "+name.getText());
}
else {
    g.defineMap(name.getText(), m);
}
map returns [Map mapping=new HashMap()]
: LBRACK mapPairs[mapping] RBRACK
;

mapPairs [Map mapping]
: keyValuePair[mapping] (COMMA keyValuePair[mapping])*
  (COMMA defaultValuePair[mapping])?
  [ defaultValuePair[mapping]
  ;

defaultValuePair[Map mapping]
{
  StringTemplate v = null;
}
:"default" COLON v=keyValue
  {mapping.put(ASTExpr.DEFAULT_MAP_VALUE_NAME, v);} ;

keyValuePair[Map mapping]
{
  StringTemplate v = null;
}
:key:STRING COLON v=keyValue {mapping.put(key.getText(), v);} ;

keyValue returns [StringTemplate value=null]
:s1:BIGSTRING{value = new StringTemplate(group,s1.getText());}
:s2:STRING{value = new StringTemplate(group,s2.getText());}
:k:ID{k.getText().equals("key")}?
{value = ASTExpr.MAP_KEY_VALUE;}
{|{value = null;}
;

class GroupLexer extends Lexer;

options {
  k=2;
  charVocabulary = \u0000..\uFFFF;
  testLiterals=false;
}

ID
options {
  testLiterals=true;
}
ASSIGN: '=';
OPTIONAL: '?' ;

// Single-line comments
SL_COMMENT
: "//"
   (-(\n'|\r'))* (('\n')? '\n')?
   {$setType(Token.SKIP); newline();}
;

// multiple-line comments
ML_COMMENT
: "/*"
   (options {
      greedy=false;
   }
   : ('\n')? '\n' {newline();}
   | .
   )*/
   {$setType(Token.SKIP);}
;

// Whitespace -- ignored
WS  : (  
    | ' ' 
    | '\t' 
    | '\f' 
    | ('\n')? '\n' { newline(); }
    )+
   {$setType(Token.SKIP);}
;

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 */

package org.jets3t.service.acl;

/**
 * Represents an access permission, as granted to grantees in an [link AccessControlList].
 * Only a limited set of permissions are available, each one is available as a public static
 * variable in this class of the form PERMISSION_XYZ.
 *
 * @author James Murty
 */

public final class Permission {
    public static final Permission PERMISSION_FULL_CONTROL = new Permission("FULL_CONTROL");
    public static final Permission PERMISSION_READ = new Permission("READ");
    public static final Permission PERMISSION_WRITE = new Permission("WRITE");
    public static final Permission PERMISSION_READ_ACP = new Permission("READ_ACP");
    public static final Permission PERMISSION_WRITE_ACP = new Permission("WRITE_ACP");
private String permissionString = "";

private Permission(String permissionString) {
    this.permissionString = permissionString;
}

/**
 * @param str
 * a string representation of a permission, eg <tt>FULL_CONTROL</tt>
 * @return
 * the Permission object represented by the given permission string
 */
public static Permission parsePermission(String str) {
    Permission permission = null;
    if (str == null) {
        // Do nothing
    } else if (str.equals(PERMISSION_FULL_CONTROL.toString())) {
        permission = PERMISSION_FULL_CONTROL;
    } else if (str.equals(PERMISSION_READ.toString())) {
        permission = PERMISSION_READ;
    } else if (str.equals(PERMISSION_WRITE.toString())) {
        permission = PERMISSION_WRITE;
    } else if (str.equals(PERMISSION_READ_ACP.toString())) {
        permission = PERMISSION_READ_ACP;
    } else if (str.equals(PERMISSION_WRITE_ACP.toString())) {
        permission = PERMISSION_WRITE_ACP;
    } else {
        permission = null;
    }
    return permission;
}

/**
 * @return
 * the string representation of a permission object, eg <tt>FULL_CONTROL</tt>
 */
public String toString() {
    return permissionString;
}

public int hashCode() {
    return permissionString.hashCode();
}

public boolean equals(Object obj) {
    return (obj instanceof Permission) && toString().equals(obj.toString());
}
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. The file `src/libs/snprintf/snprintf.c', written by Mark Martinec <mark.martinec@ijs.si>.

Please look into snprintf.c for the copyright message.

The complete snprintf package together with documentation is available from

   http://www.ijs.si/software/snprintf/ .

. The `grn' preprocessor, written by Barry Roitblat <barry@rentonww.com> and David Slattengren <slatteng@Xinet.COM>. These files have been part of the original Berkeley ditroff distribution, without AT&T code, and are in the public domain.
The original package can be found at

src/preproc/grn/gprint.h
src/preproc/grn/hdb.cpp
src/preproc/grn/hgraph.cpp
src/preproc/grn/hpoint.cpp
src/preproc/grn/main.cpp

. The `gxditview' output device. It is based on X11's `xditview' program
and thus has the X license.

src/devices/xditview/DESC.in
src/devices/xditview/Dvi.c
src/devices/xditview/Dvi.h
src/devices/xditview/DviP.h
src/devices/xditview/FontMap
src/devices/xditview/GXditview.ad
src/devices/xditview/Menu.h
src/devices/xditview/ad2c
src/devices/xditview/device.c
src/devices/xditview/device.h
src/devices/xditview/draw.c
src/devices/xditview/font.c
src/devices/xditview/gray1.bm
src/devices/xditview/gray2.bm
src/devices/xditview/gray3.bm
src/devices/xditview/gray4.bm
src/devices/xditview/gray5.bm
src/devices/xditview/gray6.bm
src/devices/xditview/gray7.bm
src/devices/xditview/gray8.bm
src/devices/xditview/gxditview.man
src/devices/xditview/lex.c
src/devices/xditview/page.c
src/devices/xditview/parse.c
src/devices/xditview/xdit.bm
src/devices/xditview/xdit_mask.bm
src/devices/xditview/xditview.c

src/include/DviChar.h
src/include/XFontName.h

src/libs/libxutil/DviChar.c
src/libs/libxutil/XFontName.c
Macro Packages
-------------

. The -mdoc macro set, using the BSD license.

    tmac/doc.tmac
    tmac/doc-old.tmac
    tmac/doc-common
    tmac/doc-ditroff
    tmac/doc-nroff
    tmac/doc-syms
    tmac/groff_mdoc.man

. The -me macro set, using the BSD license.

    tmac/e.tmac
    tmac/groff_me.man
    doc/meintro.me
    doc/meref.me

Hyphenation Patterns
---------------------

. The file `tmac/hyphen.us' is identical to the file `hyphen.tex', part of
  the TeX system written by Donald E. Knuth; the master file can be found
  at

    ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex

  It has been renamed for consistency, i.e., to make patterns available
  under the filenames `hyphen.<language>', e.g. `hyphen.de' or
  `hyphen.uk'.

  See the file itself for a copyright notice.

. The file `tmac/hyphen.fr' contains the same patterns as the file
  `frhyph.tex' (for TeX), which can be found at

    http://dante.ctan.org/CTAN/language/hyphenation/frhyph.tex

  The patterns have been converted to a format groff can understand.

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. The file `tmac/hyphen.sv' is identical to the file `svhyph.tex', which
  can be found at
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The files `tmac/hyphen.det' and `tmac/hyphen.den' contain the same patterns as the files `dehyphn.tex' and `dehyphht.tex' (for TeX), which can be found at

http://dante.ctan.org/CTAN/language/hyphenation/dehyphn.tex
http://dante.ctan.org/CTAN/language/hyphenation/dehyphht.tex

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The file `tmac/hyphenex.det' is identical to the file `dehyphtextex.tex', which can be found at

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The file `tmac/hyphen.cs' contains the same patterns as the file `czhyphen.tex' (for TeX), which can be found in the archive

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@c Local Variables:
@c ispell-local-pdict: "ispell-dict"
@c End:

AUTHOR
-------
Peter Schaffter (peter@schaffter.ca)
1-355 Lafontaine Ave
Ottawa (ON) K1L 6X6


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* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
* Added generation of field number constants.

Wink Saville <wink@google.com>
* Fixed initialization ordering problem in logging code.

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* Small patch improving performance of in Python serialization.

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* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

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* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>
* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>
* Detect whether zlib is new enough in configure script.
* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>
* Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>
* Added CodedInputStream.getTotalBytesRead().

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* Fixed m4/acx_pthread.m4 problem for some Linux distributions.

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* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xIC compiler build issues
* Added atomicops for AIX (POWER)

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1.1423 netty 2.0.17.Final

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Found in path(s):
* /opt/cola/permits/1257495197_1648724250.73/0/netty-tnative-boringssl-static-2-0-17-final-jar/META-INF/maven/io.netty/netty-tnative-boringssl-static/pom.xml
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Manifest-Version: 1.0
BoringSSL-Revision: c7db3232c397aa3feb1d474d63a1c4dd674b6349
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.tcnative-boringssl-static
Archiver-Version: Plexus Archiver
Built-By: norman
Bnd-LastModified: 1537773892889
Implementation-Vendor-Id: io.netty
Bundle-DocURL: http://netty.io/
Export-Package: io.netty.internal.tcnative;version="2.0.17.Final"
Bundle-Name: Netty/TomcatNative [BoringSSL - Static]
Bundle-NativeCode: META-INF/native/libnetty_tcnative_osx_x86_64.jnilib
:osname=macos;osname=macosx;processor=x86_64,META-INF/native/libnetty_tcnative_linux_x86_64.so;osname=linux;processor=x86_64,META-INF/native/libnetty_tcnative_windows_x86_64.dll;osname=win32;processor=x86_64
Implementation-Title: Netty/TomcatNative [BoringSSL - Static]
Bundle-Description: A Mavenized fork of Tomcat Native which incorporates various patches. This artifact is statically linked to BoringSSL and Apache APR.

Apr-Version: 1.6.3
Implementation-Version: 2.0.17.Final
Bundle-ManifestVersion: 2
Bundle-Vendor: The Netty Project
Tool: Bnd-2.1.0.20130426-122213
Implementation-Vendor: The Netty Project
Originally-Created-By: Apache Maven Bundle Plugin
Bundle-Version: 2.0.17.Final
BoringSSL-Branch: chromium-stable
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_181

Found in path(s):
* /opt/cola/permits/1257495197_1648724250.73/0/netty-tcnative-boringssl-static-2-0-17-final-jar/META-INF/MANIFEST.MF

1.1424 cosmos-sdk v0.43.0-rc3

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* /opt/cola/permits/1000610466_1606952086.17/0/generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Generex.java
* /opt/cola/permits/1000610466_1606952086.17/0/generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Node.java
* /opt/cola/permits/1000610466_1606952086.17/0/generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterator.java
* /opt/cola/permits/1000610466_1606952086.17/0/generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterable.java
1.1427 netty-transport-native-kqueue

4.1.66.Final

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* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannelConfig.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueDatagramChannel.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueDomainDatagramChannel.java

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 */
jar/io/netty/channel/kqueue/KQueueDomainSocketChannelConfig.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/Native.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueEventLoopGroup.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/io/netty/channel/kqueue/KQueueChannelConfig.java
* /opt/cola/permits/1284951713_1646866030.67/0/netty-transport-native-kqueue-4-1-66-final-sources-jar/netty_kqueue_native.c

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Found in path(s):

1.1428 centos-release-virt-common 1-
1.el7.centos

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Summary: Common release file to establish shared metadata for CentOS Virt SIG
Name: centos-release-virt-common
Epoch: 0
Version: 1
Release: 1%{?dist}
License: GPL
Group: System Environment/Base
Source0: RPM-GPG-KEY-CentOS-SIG-Virtualization
URL: http://wiki.centos.org/SpecialInterestGroup/Virtualization
BuildArch: noarch

Provides: centos-release-virt-common
Requires: centos-release

BuildRoot: %{_tmppath}/%{name}-root

%description
Common files needed by other centos-release components in the Virtualization SIG

%prep
%setup -q -n %{name} -T -c

%install
rm -rf $RPM_BUILD_ROOT
mkdir -p $RPM_BUILD_ROOT/etc/pki/rpm-gpg/
install -m 644 %SOURCE0 $RPM_BUILD_ROOT/etc/pki/rpm-gpg/

%clean
rm -rf $RPM_BUILD_ROOT

%files
%defattr(-,root,root)
/etc/pki/rpm-gpg/RPM-GPG-KEY-CentOS-SIG-Virtualization

%changelog
* Thu Sep 3 2015 Karanbir Singh <kbsingh@centos.org> - 1-1
  - Basic setup with the gpg key

Found in path(s):
  * /opt/cola/permits/1004217618_1646171704.27/0/centos-release-virt-common-1-1.el7.centos.src.rpm-cosi-expand-archive-4zqHotUb/centos-release-virt-common.spec

1.1429 kafka-streams 2.7.1
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1.1430 lshw B.02.18-17.el7

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1.1440 cracklib 2.9.0 11.el7
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Random Hacker.

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

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This package was debianized by Jean Pierre LeJacq
<jplejacq@quoininc.com> on Wed, 25 Feb 1998. Martin Pitt
<martin@piware.de> was the package's maintainer up to version
2.7.19-1. The current maintainer is Jan Dittberner
<jandd@debian.org>.

It was downloaded from http://sourceforge.net/projects/cracklib

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Modifications: Added cronjob, configuration file, and man pages.

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This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett. Cracklib's license was changed from the GPL to the LGPL after consensus of all previous developers in October 2008, effective with release 2.8.15 released on 2009-11-19. See the email discussion below for both license changes.

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EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde
r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18

I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.=20
Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly
> and see if he wants to relicense his code as LGPL... but at this point,
> it was enough to just get it consistent and documented as to what it was
> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not
GPL-2 ... it was a modified artistic license ... i didnt notice the license=
=20
change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless th=
eir=20
applications are also GPL-2 which imo is just wrong. it isnt the place of =
a=20
library to dictact to application writes what license they should be using.=
=20
thus LGPL-2.1 enters to fill this void.
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
> Subject: Re: [Cracklib-devel] cracklib license
>
> On Monday 01 October 2007, Neulinger, Nathan wrote:
> > I understand that, and you're welcome to bring it up with Alec
directly
> > and see if he wants to relicense his code as LGPL... but at this
> point,
> > it was enough to just get it consistent and documented as to what
> it was
> > released under. This wasn't actually a license change, just a
> > clarification of the licensing that was already in place.
> >
> > the original license (before moving to sourceforge -- aka, 2.7) was
> not
> > GPL-2 ... it was a modified artistic license ... i didn't notice the
> > license
> > change until it was mentioned in the latest notes.
>>
> > unlike the old license, GPL-2 prevents people from using cracklib
> > unless their
> > applications are also GPL-2 which imo is just wrong. it isn't the
> > place of a
> > library to dictact to application writes what license they should
> > be using.
> > thus LGPL-2.1 enters to fill this void.
> > -mike
Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL...

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone’s
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.

Devin
--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro
> > maintainers to get together with Alec in a conversation and come to a
> > decision as to what licensing scheme y'all want. I haven't really done
> > much other than cleaning up the packaging and patches and a small
> > bit of
> > additional code, so whatever licensing y'all come up with is fine
> > by me.
> >
> > I am sympathetic. Guys, what do you reckon?
What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable timeframe.

I’d also suggest the LGPL, for the reason you noted above. Alternately, GPLv2 with the option of using the library under a later version of the GPL would permit applications which were released under version 3 of the GPL to use the library, too, which would be sufficient for the packages which are included in Fedora. FWIW, I’d personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

---

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27

Attachments: Message as HTML
On Monday 28 January 2008, Nalin Dahyabhai wrote:
> On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
> > Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y’all want. I haven’t really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y’all come up with is fine by me.
> > I am sympathetic. Guys, what do you reckon?
> >
> > What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL...
>
> My apologies for not chiming in in anything resembling a reasonable timeframe.
>
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>
> In any case, I thank you both for working on sorting this out.
looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?
-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
>> In any case, I thank you both for working on sorting this out.
>
> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
On Sunday 05 October 2008, Alec Muffett wrote:
> >> In any case, I thank you both for working on sorting this out.
>>
> > looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make the change now?
>>
> > yes. go for it. thanks++

Nathan Neulinger is the only one who can actually make said change ...
-mike

-----------
BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL FROM ARTISTIC.
-----------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959); Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959); Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43) by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47]) by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id I91Gxtpr020623 for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142]) by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311 for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3]) by rutherford.zen.co.uk with esmtp (Exim 4.50) id 1IcOcX-0004Qt-6L for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain> <EC90713277D2BE41B7110CCCD74E235CEF44F38@UMR-CMAIL1.umr.edu> <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBFE6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length: 585
Lines: 21

> use nneul@neulinger.org.

> ------------------------

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 12710
> From: Neulinger, Nathan <nneul@umr.edu>
> Date: Sep 27, 2007 2:58 PM
> Subject: RE: cracklib license
> To: alecm@crypto.dircon.co.uk
>
> Any chance you could write me a self-contained email stating clearly
> that the license is being changed to GPL, so I could include that
> email
> in the repository and clean up the repository/tarballs? I have all the
> original discussion, but something succinct and self contained
> would be
> ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

-----------
EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected
in released code until Nov 2009 - slow release cycle...)
-----------

Discussion thread from mailing list archive, with approval from everyone actively
involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries unde=
=20
r=20
GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly
and see if he wants to relicense his code as LGPL... but at this point,
it was enough to just get it consistent and documented as to what it was
released under. This wasn't actually a license change, just a
clarification of the licensing that was already in place.=20

-- Nathan
=20
Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML
On Monday 01 October 2007, Neulinger, Nathan wrote:
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> eir=20
> applications are also GPL-2 which imo is just wrong. it isn't the place of =
> a=20
> library to dictact to application writes what license they should be using.=
> =20
> thus LGPL-2.1 enters to fill this void.
> =2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro
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-- Nathan

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> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL....

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
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best interests to have as secure systems as possible, and I think tainting
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(where it is not already GPL).

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Devin
--
If it's sinful, it's more fun.

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From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
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I'd also suggest the LGPL, for the reason you noted above. Alternately, GPLv2 with the option of using the library under a later version of the GPL would permit applications which were released under version 3 of the GPL to use the library, too, which would be sufficient for the packages which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

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Attachments: Message as HTML
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>   >
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>   > What I am hearing so far is that LGPL makes sense, since it can be
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>   > GPL would permit applications which were released under version 3 of the
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>   > which are included in Fedora. FWIW, I'd personally lean toward LGPL.
>   >
>   > In any case, I thank you both for working on sorting this out.

looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
the change now?
-mike

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> looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
> the change now?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
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Nathan Neulinger is the only one who can actually make said change ...

-mike

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BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
---------

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
    Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
    by scanin-ipvs.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
    by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id I91Gxtpr020623
    for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
    by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
    for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
    Received: from [82.68.43.14] (helo=[192.168.1.3])
    by rutherford.zen.co.uk with esmtp (Exim 4.50)
    id 1hcOcX-0004Qt-6L
    for nneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
    <EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
    <1b1b3fd80710010908k11dac0afp1f2dd471059ff9a4@mail.gmail.com>
Content-Type: text/plain; charset=US-ASCII; delsp=yes; format=flowed
Message-Id: <117A1264-F6DC-4E25-B0DD-56FBFEBE6E9F@crypticide.com>
Content-Transfer-Encoding: 7bit
From: Alec Muffett <alecm@crypticide.com>
Subject: Re: cracklib license
Date: Mon, 1 Oct 2007 17:59:46 +0100
To: Nathan Neulinger <nneul@neulinger.org>
X-Mailer: Apple Mail (2.752.2)
X-Originating-Rutherford-IP: [82.68.43.14]
Return-Path: alecm@crypticide.com
X-OriginalArrivalTime: 01 Oct 2007 17:26:03.0008 (UTC) FILETIME=[2420C000:01C80450]
Status: RO
Content-Length: 585
Lines: 21

> ---------- Forwarded message ----------
> From: Neulinger, Nathan <nneul@umr.edu>
> Date: Sep 27, 2007 2:58 PM
Subject: RE: cracklib license
To: alecm@crypto.dircon.co.uk

Any chance you could write me a self-contained email stating clearly that the license is being changed to GPL, so I could include that email in the repository and clean up the repository/tarballs? I have all the original discussion, but something succinct and self contained would be ideal.

The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

1.1441 iniconfig 1.1.1
1.1441.1 Available under license:

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1.1442 setuptools-scm 3.2.0
1.1442.1 Available under license:

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1.1443 gosnmp 1.25.0

1.1443.1 Available under license:

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1.1444 maven-model 3.6.3
1.1444.1 Available under license :

Maven Model
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1.1455 protobuf-java 3.0.1

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* Clean up some Java warnings.
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1.1456 log4j-api 2.13.2
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1.1457 plexus-build-api 0.0.7

1.1458 swagger-core 1.6.0

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1.1459 scala 2.13.3

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
or consider a pattern matching anonymous function: `\{ case (a, b) => ... }`
val x: ((Int, Int) => Int) = (((a, b)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple2,
or consider a pattern matching anonymous function: `\{ case (param1, param2) => ... }`
val y: ((Int, Int) => Int) = (((a, !!)) => a)
^  
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
Either create a single parameter accepting the Tuple3,
or consider a pattern matching anonymous function: `\{ case (param1, ..., param3) => ... }`
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^  
3 errors
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1.1463 jetty-xml 9.4.43.v20210629

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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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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
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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 classpath exceptions. http://openjdk.java.net/legal/gplv2+ce.html

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

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Apache

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Organisations

- Holders of <a href="http://www.cryptoworkshop.com">Crypto Workshop Support Contracts</a>. Without the consulting time left over from support contracts being contributed back to working on the Bouncy Castle APIs, progress would be impossible. You know who you are!


- <a href="http://www.grierforensics.com">Grier Forensics</a>, for collaborating in the development of the S/MIME Toolkit and DANE SMIMEA functionality.

- TU-Darmstadt, Computer Science Department, RBG, for the initial lightweight client side TLS implementation, which is based on MicroTLS. MicroTLS was developed by Erik Tews under the supervision of Dipl.-Ing. Henning Baer and Prof. Max Muehlhaeuser.

- TU-Darmstadt, Computer Science Department, RBG, for the initial Post Quantum provider, which was based on the FlexiProvider. The FlexiProvider was developed by the Theoretical Computer Science Research Group at TU-Darmstadt, Computer Science Department, RBG under the supervision of Prof. Dr. Johannes Buchmann. More information on the history of FlexiProvider can be found at: <a href="http://www.flexiprovider.de/">http://www.flexiprovider.de/</a>

- Voxeo Labs - sponsorship of the initial development of APIs for DTLS 1.0 (RFC 4347), DTLS-SRTP key negotiation (RFC 5764), and server side TLS 1.1 (RFC 4346) and tested WebRTC compatibility. More information on Voxeo Labs can be found at <a href="http://voxeolabs.com">http://voxeolabs.com</a>
People
<ul>
<li>Tito Pena <Fortunato.Pena@AdNovum.CH> - initial RC5 implementation</li>
<li>Michael Lee <yl@#064;mira.net> - initial RC6 implementation, MD2 implementation</li>
<li>Nuno Santos <nsantos@#064;student.dei.uc.pt> - finding toString bug in certificate object</li>
<li>Brett Sealey <bretts@#064;mortbay.com> - fixing the missing return problem in JDKKeyFactory (affected SSLeay private keys)</li>
<li>Victor A. Salaman <salaman@#064;teknos.com> - fixing the bug in Cipher.java which caused it to ignore specified providers, fixing the bug in RSAKeyGenerator which caused keys to be occasionally produced 1 bit too small</li>
<li>Eran Librach <eranl@#064;valicert.com> - spotting and fixing the classLoader bug that occurs if javax.crypto and the provider aren't sharing the same classpath (occurs in JDK 1.3 and greater)</li>
<li>Jonathan Knudsen <jonathan@#064;LearningPatterns.com> - porting information and restrictions when using the lightweight library with the MIDP environment</li>
<li>Markus Niedermann <markus.niedermann@#064;softwired-inc.com> - porting information and restrictions when using the lightweight library with the MIDP environment</li>
<li>Mike Benham <moxie@#064;thoughtcrime.org> - detection and fixing of an incorrect weak key in the DES key generation support classes. Suggestions for simplifying DESedeParameter objects. Optimisations for the Blowfish engine and BufferedBlockCipher class</li>
<li>Soren Hilmer <hilmer@#064;mail.tele.dk> - initial implementation of netscape certificate request classes</li>
<li>Uwe Guenther <uwe@#064;cscc.de> - detection and fixing of 3 incorrect semi-weak keys in the DES key generation support classes</li>
<li>Markus Bradtke <mab@#064;informatik.uni-kiel.de> - fixing of a logic error in the JDKKeyStore class</li>
<li>Waclaw Sierek <waclaw.sierek@#064;tpg.pl> - fix to setOddParity in the DESParameter class. Assistance with adding ordering to X509 names for certificate generation, proper processing of byte strings in the ASN1 package, further simplifications and additional classes to improve pkcs7 support, bug fixes in CertPath API</li>
<li>Ly-Na Phu <lyna.phu@#064;init-consulting.de> - assistance in the addition of ISO 9796-1 padding</li>
<li>Stefan K&ouml;pell <sk13@#064;mail.inf.tu-dresden.de> - making the jdk 1.1 version of the collections API available. For further details see a href="http://sourceforge.net/projects/jcf/"http://sourceforge.net/projects/jcf/</a></li>
<li>Carmen Bastiaans <cbastiaa@#064;microbits.com.au> - fixing the improper null pointer problem in the setting of certificates in the PKCS12 key store</li>
<li>Tommas Gustavsson <tomasm@#064;primekey.se> - initial implementation of the AuthorityInformationAccess, SubjectKeyIdentifier, AuthorityKeyIdentifier, CRLNumber, CRLReason, CertificatePolicies, V2TBSCertListGenerator, and X509V2CRLGenerator classes in the ASN.1 library. Additions to GeneralName class, other bug fixes in the X.509 package. Initial implementation of the CertificationRequest classes. getRevocationReason() patch for OCSP. Patch to SemanticsInformation to prevent ClassCastException</li>
<li>Eugen Kuleshov <euxx@#064;hotmail.com> - optimisations for Blowfish, assistance with PKCS12/keytool interoperability</li>
<li>Megan Woods <meganwoods@#064;sekurafile.com> - initial implementation of
ECIES.

- Christian Geuer-Pollmann <geuerp@apache.org> - adding IV's to the AESWrap implementations. Initial implementation of DESedeWrap.

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- Sidney Markowitz <sidney@#064;sidney.com> - fixing null pointed exception on unknown OID in X509Name class, initial implementation of the three AES engines.

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Jarek Gawor &lt;gawor&#064;ecs.mcs.anl.gov&gt; - fixing ASN.1 sequence unpacking in BasicConstraints constructor.

Brett Neumeier &lt;random&#064;&amp;#064;rnd.cx&gt; - patch to OriginatorIdentifierOrKey object, improvements to encoders package, introduction of URLBase64.

Graham Coles &lt;graham.coles&#064;&amp;#064;retail-logic.com&gt; - patch to isParityAdjusted in DESKeySpec.

Jörn von Kattche &lt;j.kattchee&#064;&amp;#064;seeburger.de&gt; - patch to SMIMEGenerator for preventing class exceptions with BodyParts containing Multipart objects.

Matteo Artuso &lt;matartuso&#064;libero.it&gt; - picking up the possible overread in ASN1InputStream.

Julian Morrison &lt;julian&#064;extropy.demon.co.uk&gt; - spotting the slow down in Diffie-Hellman key generation.

Elmar Sonnenschein &lt;eso&#064;eso.mail.de&gt; - fix to long conversion in clean room SecureRandom.

Jörn Schwarze &lt;JSchwarze&#064;ulc.de&gt; - Locale fix for the clean room JCE.

Bryan Lovquist &lt;bkl&amp;#064;cps.com.au&gt; - Other provider compatibility fixes for CMS signing.

Artem Portnov &lt;Artem_Portnov&amp;#064;ibi.com&gt; - generalisations for CMSProcessableBodyPart in S/MIME. Header fix for mime messages.

Michael Hauuml;usler &lt;haeuusler&amp;#064;ponton-consulting.de&gt; - missing OID update for SHA1 with RSA Signature.

Johan Seland &lt;johans&amp;#064;netfonds.no&gt; - general toString for BigInteger class.

Johannes Nicolai &lt;johannes.nicolai&amp;#064;novosec.com&gt; - further enhancements to OCSP response generation, fix to CertificateID issuer.

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Chris Long &lt;aclong&amp;#064;ece.cmu.edu&gt; - adding public key decoding to PEMReader.

Hes Siemelink &lt;hes&amp;#064;4izecomcom&gt; - findIssuer fix for CertPathBuilder, toMimeMessage converter for Mail API, getSize() fix for zero length messages in SMIMEMessage.

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Justin Kolb &lt;jkolb&amp;#064;4isrx.org&gt; - patch to DSA signature generation in OpenPGP. Fix for the unexpected "Unexpected end of ZLIB input stream" exception.

Ralf Hauser &lt;ralfhauser&amp;#064;4mx.4mb.de&gt; - patch to exception handling in PublicKeyRing, PEMReader, 1.4 build script, X509 Certificate Factory, CertPathValidatorUtilities, fromAddress null check in SignedMailValidator.

Michal Dvorak &lt;M_Dvorak&amp;#064;ilex-si.com&gt; - getNextUpdate patch for OCSP SingleResp.

Klaus Greve Fiorentini &lt;Klaus&amp;#064;cpcq.com.br&gt; - array fix in PGPUtilityKeyEncSessionPacket.
Olivier Refalo <Olivier_Refalo&#064fpl.com> - null pointer exception fix for JDK 1.3 CMSSignedData objects.

Mariusz Bandola <mariusz.bandola&#064cryptotech.com.pl> - patch to DERGeneralizedTime. Compliance patch for OCSP TBSRequest class. Patch to X509Name for dealing with general objects in sequences.

Brien Oberstein <brien.oberstein&#064transacttools.net> - patch to S2K algorithm in OpenPGP, initial PGP version 3 secret key support, initial PGP version 3 signature generation, RIPEMD160 addition to PGPUtility.

Ian Haywood <ian&#0646064haywood.bpa.nu> - addition of getSignatureType to PGPKeyPair class.

Jonathan Edwards <s34gull&#064mac.com> - initial support for reading multiple rings from a PGP key file.

Andrew Thornton <andrew&#064caret.cam.ac.uk> - patch for RSA PUBLIC KEY in PEMReader.

Mariusz Bandola <mariusz.bandola&#064cryptotech.com.pl> - patch to DERGeneralizedTime. Compliance patch for OCSP TBSRequest class. Patch to X509Name for dealing with general objects in sequences.

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Andrew Thornton <andrew&#064caret.cam.ac.uk> - patch for RSA PUBLIC KEY in PEMReader.
Nicola Scendoni <nscendoni@babelps.it> - patch to add sorting to CertPath validation.

Ville Skyttä <ville.skyttä@iki.fi> - patch to CRLDistPoint for cRLIssuer field. KeyStore compliance on add patches. DiffieHellman patch for provider compliance. Support for PEM object "TRUSTED CERTIFICATE". Exception handling patch in PEMReader. JavaDoc clean up.

Bruce Gordon <bruce.gordon@savvis.net> - patch to secret key creation encoding NullPointerException in OpenPGP, speed up for BCPGInputStream.

Miles Whiteley <Miles.Whiteley@savvis.net> - "223" fix for BCPGInputStream new packets.

Albert Moliner <amoliner@064evintia.com> - initial TSP implementation.

Carlos Lozano <carlos@064evintia.com> - initial TSP implementation, patch to SignerInformation for supporting repeated signers, initial updates for supporting repeated attributes in CMS.

Javier Delgadillo <javi@064javi.codewarp.org> - initial Mozilla PublicKeyAndChallenge classes.

Joni Hahkala <joni.hahkala@064cern.ch> - initial implementations of VOMS Attribute Certificate Validation, IetfAttrSyntax, and ObjectDigestInfo. We also wish to thank the <a href="http://www.eu-egee.org">EGEE project</a> for making the work available.

Rolf Schillinger <rolf@064isir-wum.de> - initial implementation of Attribute Certificate generation.

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Franck Leroy <Franck.Leroy@keynectis.com> - ANS.1 set sorting. Contributions to TSP implementation. Test vectors for Bleichenbacher's forgery attack.

Atsuhiko Yamakana <ymnk@064jcraft.com> - patch for improving use of Montgomery numbers in BigInteger library. Patch to use size of private exponent in DH parameters.

Nickolay Bolshakov <tyrex@064reksoft.ru> - patch for class cast exception in AuthorityInformationAccess class.

Soren Hilmer <soren.hilmer@tietoenator.com> - patches for CertID with issuerSerial set in TSP implementation, additional compliance testing.

Steve Mitchell <mitchell@064intertrust.com> - patch for stateful path validator fix. Patch to allow BigInteger class to create negative numbers from byte arrays. Additions to allow different providers to be used for asymmetric/symmetric encryption in OpenPGP.

Optimisation to avoid redundant verification in path validator. Suggestion to use PKIXParameters.getSigProvider() correctly.

Dirk Eisner <D.Eisner@seeburger.de> - initial implementation of ISO 78164-4 padding.

Julien Pasquier <julienpasquier@064free.fr> - initial implementation of attribute classes from RFC 3126. Fix to KEKIdentifier, OtherKeyAttribute parsing. Initial ContentHints class.

Matteo <matarussou@064libero.it> - sequence patch to ASN1Dump.

Andrew Paterson <andrew.paterson@064burnsec.com> - patches to PGP tools, isRevoked method on PGPpubKey.

Vladimir Molotkov <vladimir.n.molotkov@064intel.com> - extensive provider exception handling compliance testing.

Florin Kollan <adlocflo@064web.de> - fix to ElGamalKeyParameters equality testing.

Pavel Vassiliev <paulvas@064gmail.com> - Initial GOST28147Mac implementation.

Tom Pesman <tom@064inux.net> - addition of DES-ED2 encryption for RSAPrivate keys to PEMWriter.

Łukasz Kowalczyk <lukasz.b.kowalczyk@064gmail.com> - patch to fix parsing issue with OpenSSL PEM based certificate requests.

Arndt Hasch <Arndt.Hasch@064maxence.de> - additional fix for partial reading with new style PGP packets.

Fix Bernd (KCDP 11) <bernd.fix@credit-suisse.com> - fix for 31 byte issue and exception throwing by Whirlpool.
David M. Lee <dmlee@064crossroads.com> - code for add and remove secret key in the PGPSecretKeyRing class. Additions to S/MIME and CMS unit tests.</li>
<li>Mike Dillon <md5@embody.org> - additional checks for PGP secret and public key construction, patches to copyWithNewPassword.</li>
<li>tu-vi cung <t2cung@064hotmail.com> - patch for out of bounds problem in getDecoderStream method.</li>
<li>Chris Schultz <cschultz@064gmail.com> - fix for InputStream constructor for X509V2AttributeCertificate.</li>
<li>David M. Lee <dmlee@064crossroads.com> - implementation assistance with streaming CMS classes.</li>
<li>Joel Rees <rees@064ddcom.co.jp> - fix to correct getOID methods from returning same set on X.509 attribute certificates.</li>
<li>Francesc Sau <francesc.sau@064partners.netfocus.es> - micro fix for tsp Accuracy class.</li>
<li>Larry Bugbee <bugbee@064mac.com> - initial ECNR implementation.</li>
<li>Remi Blancher <Remi.Blancher@keynectis.com> - Contributions to TSP implementation. Initial implementation of RFC 3739 and ICAO ASN.1 classes.</li>
<li>Andreas Schwier <andreas.schwier@064cardcontact.de> - initial implementation of ISO9797 MAC Algorithm 3, addition of DES-DED 64 MAC to the provider, fix to EC point encoding, addition of EC and RSA-PSS OIDs to CMS, addition of AES-CMAC and DESede-CMAC to JCE provider.</li>
<li>David Josse <david.josse@064transacttools.net> - Patch for trailer function in version 2 signature packets.</li>
<li>Kishimoto Kazuhiko <kazu-k&@064hi-ne.jp> - RFC 3280 updates to policy processing in the CertPath validator. Additional test data not covered by NIST.</li>
<li>Lawrence Tan <lwrncTan@064gmail.com> - Large field OID sample test data. Missing key types in JDKKeyFactory.</li>
<li>Carlos Valiente <superdupont@064gmail.com> - Addition of CRL writing to the PEMWriter class.</li>
<li>Keyon AG, Martin Christinat, <a href="http://www.keyon.ch">http://www.keyon.ch</a> - fixing incorrect ASN.1 encoding of field elements in X9FieldElement class.</li>
<li>Olaf Keller, <olaf.keller.bc@064bluewin.ch> - initial implementation of the elliptic curves over binary fields F2m. Additional tests and modifications to elliptic curve support for both F2m and Fp. Performance improvements to F2m multiplication. Initial implementation of WNAF/WTNAF point multiplication. Improvement to k value generation in ECDSA.</li>
<li>J&ouml;rg Eichhorn <eichhorn@064ponton-consulting.de> - patch to fix EOF read on SharedFileInputStream, support for F2m compression.</li>
<li>Karsten Ohme <wistander@064t-online.de> - initial check against for out of range data on non byte aligned RSA keys. Addition of equals/hashCode on ECCurve.Fp. Additional curve type support for Fp, contributions to F2m compression. F2m decoding for ECPointUtil. Infinity fix and prime192v2 fix for Fp. Extra validation for RSA key creation. Fix to name typos for some OpenSSL key generators. RFC-1779 table, improved RFC 2253 compliance for X509Name. Additional constructor validation for X.509/ESS ASN.1 classes. Validation for Printable, IA5, and Numeric Strings. Support for surrogate pairs in DERUTF8String, DER UTF8 test. Additional X.509 name attributes for ISIS-MTT, RFC 3039, addition of indirect CRL support, initial X509 LDAP CertStore implementation, CertificatePair class, and X509CertificatePair class. Contributions to X509Store/Parser infrastructure and design. CertPath support for implicit DSA parameters and a range of NameConstraints. Addition of support for V1 attribute certificates and attribute certificate path validation. Initial classes for ASN.1 ISIS-MTT support. Enhancements for improving compliance with the NIST CertPath tests.</li>
<li>Carlos Lozano Ruiz <carlos@064tradise.com> - patch for <ctrl><s> only handling in CRLFOutputStream.</li>
<li>John Alfred Prufrock <j.a.prufrock@064gmail.com> - mods to GOST-3411 and MD2 to support ExtendedDigest.
Stefan Neusatz Guilhen <sneusatz&#064gmail.com> - initial version of RoleSyntax, improvements to AttributeCertificateHolder and AttributeCertificateIssuer.

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Georg Lippold <georg.lippold&#064gmx.de> - initial implementation of NaccacheStern cipher.

Chris Viles <chris_viles&#064yahoo.com> - fix to SignatureSubpacket critical bit setting.

Pasi Eronen <Pasi.Eronen&#064nokia.com> - extra toString() support for ASN.1 library. Initial patch for large OID components.


Maria Ivanova <maria.ivanova&#064gmail.com> - support for tags > 30 in ASN.1 parsing.

Armin H&auml;berling <arminha&#064student.ethz.ch> - first cut of internationalisation, initial PKIX validation classes.

Marius Schilder <mschilder&#064google.com> - main set of test vectors for Bleichenbacher's forgery attack.

Xavier Le Vourch <xavier&#064brittanysoftware.com> - general code clean ups.

Erik Tews <e_tews&#064candinformatik.tu-darmstadt.de> - initial threaded random seed generator, constant-time PKCS#1.5 decoding.

Thomas Dixon <reikomusha&#064gmail.com> - initial implementations of TEA/XTEA, Salsa20, ISAAC, and Noekeon. XTEA enhancements.

Frank Cornelis <info&#064frankcornelis.be> - addition of crlAccessMethod in X509ObjectIdentifiers.

Rui Joaquim <rojaquim&#064cc.isel.ipl.pt> - initial implementation of RSA blinding for signatures.

David Stacey <DStacey&#064allantgroup.com> - addition of trust packet checking on revocation signatures in PGPSecretKeyRing.

Martijn Brinkers <list&#064mitm.nl> - better exception handling in CMS enveloping, "just in time" modifications for CRL and Sequence evaluation.

Julius Davies <juliusdavies&#064gmail.com> - additional modes and algorithm support in PEMReader.

Matthias <g&#064rtner.de> - GnuPG compatibility changes for PBEFileProcessor.

Olga K&auml;thler <olga.kaethler&#064consulting.com> - initial implementation of TeleTrusT EC curves, additional ISO 9797 MACs, contributions to EAC OIDs, addition of EAC algorithms to CMS Signing.

Germano Rizzo <germano.rizzo&#064gmail.com> - initial implementation of CMac, EAX, HC-128, and HC-256, optimisations for Salsa20.

N&uacute;ria Mar&iacute; <numaa&#064hotmail.com> - patch for alternate data type recognition in CMSSignedDataParser.

Janis Schuller <js&#064tzi.de> - addition of NotationData packets for OpenPGP.

Michael Samblanet <mike&#064samblanet.com> - patches towards improved Sun/default provider support in CMS.

Mike StJohns <mstjohns&#064comcast.net> - patches for supporting empty subject in X.509 certificate generation, noneWithECDSA.

Ramon Keller <ramon.keller&#064gmx.ch> - patch to deal with null revocations return from other CRL in X509V2CRLGenerator.

Mark Nelson <mark&#064nbit.com> - correction to excluded DN in name constraints processing for PKIX processing.

Eugene Golushkov <eugene_gff&#064ukr.net> - mask fix to single byte read in TlsInputStream.

Julien Pasquier <julienpasquier&#064free.fr> - additional classes for supporting signature policy and signer certificates in the ASN.1 esf and ess libraries.

Peter Knopp <pknopp&#064mtg.de> - fix for named curve recognition in ECGOST key generation.

Jakub Gwozdz <gwozdziu&#064rpm.pl> - addition of getTsa() to TimeStampTokenInfo.
<li>Bartosz Malkowski <bmalkow&#064tigase.org> - initial implementation of VMPC cipher, VMPCRandomGenerator, VMPCMac.</li>
<li>Tal Yacobi <tal.yacobi&#064octavian-tech.com> - fix for issue in OpenPGP examples [#BIA-55].</li>
<li>Massimiliano Ziccardi <massimiliano.ziccardi&#064gmail.com> - support for counter signature reading in CMS API, update for multiple counter signature attributes.</li>
<li>Andrey Pavlenko <andrey.a.pavlenko&#064gmail.com> - security manager patch for PKCS1Encoding property check.</li>
<li>Mike StJohns <mstjohns&#064comcast.net> - updates to KeyPurposeId</li>
<li>J Ross Nicoll <jr&#064mrej.me.uk> - improved exception handling for getInstance() in ASN.1 library.</li>
<li>Matthew Stevenson <mavricknz&#064yahoo.com> - patch to constructor for CMRF CertSequence.</li>
<li>Gabriele Contini <gcontini&#064hotmail.com> - identified a bug in ASN.1 library with handling of unterminated NDEF's.</li>
<li>Roelof Naude <roelof.naude&#064epiuse.com> - patch for TLS client to send empty client certs in response to HP_CERTIFICATE_REQUEST.</li>
<li>Patrick Peck <peck&#064signatureen.at> - identified problem with DERApplicationSpecific and high tag numbers in ASN.1 library.</li>
<li>Michael LeMay <lemaymd&#064lemaymd.com> - identified problem with EAX [#BIA-93].</li>
<li>Alex Dupre <ale&#064freebsd.org> - fix to use of Signature rather than SignatureSpi in provider [#BIA-90]. Addition of null provider used to SignedPublicKeyAndChallenge and PKCS10CertificationRequest [#BIA-102]</li>
<li>Jon Larrañtilde;aga <jlarra&#064sk1sec.com> fix to default partial packet generation in BCPGOutputStream.</li>
<li>Stefan Meyer <stefan.meyer&#064ege.de> backport for PKIXCertPathValidator and SMIMESignedMailReviewer.</li>
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<li>Torbjorn Svensson <tobbe79&#064gmail.com> initial implementation of Grain-v1 and Grain-128.</li>
<li>Paul FitzPatrick <bouncycastle._pfitz&#064fitzpatrick.cc> error message fix to X509LDAPCertStoreSpi, comparison fix to BCStrictStyle.</li>
<li>Henrik Andersson <k.henrik.andersson&#064gmail.com> addition of UniqueIssuerID to certificate generation.</li>
<li>Cagdas Cirir <cagdascirir&#064gmail.com> subjectAlternativeName fix for x509CertStoreSelector.</li>
<li>Harakiri <harakiri_23&#064yahoo.com> datahandler patch for attached parts in SMIME signatures.</li>
<li>Pedro Henrique <pmahenriques&#064gmail.com> explicit bounds checking for DESKeyGenerator, code simplification for OAEPEncoding.</li>
<li>Lothar Kimmeringer <job&#064kimmeringer.de> verbose mode for ASN1Dump, support for DEREternal.</li>
<li>Richard Farr <rfarr.se&#064gmail.com> initial SRP-6a implementation.</li>
<li>Thomas Castiglione <castiglione&#064au.ibm.com> patch to encoding for CMRF OptionalValidity.</li>
<li>Elisabetta Romani <eromani&#064sogei.it> patch for recognising multiple counter signatures.</li>
<li>Robin Lundgren <r737lundgren&#064gmail.com> CMPCertificate constructor from X509CertificateStructure fix.</li>
<li>Petr Kadlec <mormegil&#064centrum.cz> fix to sign extension key and IV problem in HC-128, HC-256.
<li>Andreas Antener <antener_a&#064gmx.ch> fix to buffer reset in AsymmetricBufferedBlockCipher.</li>
<li>Harendra Rawat <hsrawat&#064yahoo.com> fix for BERConstructedOctetString.</li>
<li>Rolf Lindemann <lindemann&#064trustcenter.de> patch for PKCS12 key store to support more flexible attribute specifications [#BMA-42].</li>
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<li>Mike Lyons <mllyons&#064layer7tech.com> work arounds for EC JDK bug 6738532 and JSSE EC naming conventions.</li>
<li>Chris Cole <chris_h_cole&#064yahoo.com> identified a problem handling null passwords when loading a BKS keystore.</li>
<li>Tomas Krivanek <tom&#06464stack.cz> added checking of Sender header to SignedMailValidator.</li>
<li>Michael <emfau&#064t-online.de> correction of field error in getResponse method in CertRepMessage.</li>
<li>Trevor Perrin <trevor&#064cryptography.com> addition of constant time equals to avoid possible timing attacks.</li>
<li>Markus Kil&aring;s <markus&#064primekey.se> several enhancements to TimeStampResponseGenerator.</li>
<li>Dario Novakovic <darionis&#064yahoo.com> fix for NPE when checking revocation reason on CRL without extensions.</li>
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<li>Bob McGowan <boab.mcgoo&#064btinternet.com> patch to support different content and mgf digests in PSS signing.</li>
<li>Ivo Matheis <i.mathis&#06464seeburger.de> fix to padding verification in ISO-9796-1.</li>
<li>Marco Sandrini <nessche&#064gmail.com> patch to add IV to ISO9797Alg3Mac.</li>
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<li>Janusz Sikociiski <J.Sikociiski&#06464gdzie.pl> addition of Features subpacket support to OpenPGP API.</li>
<li>Juri Hudolejev <j hudolejev&#064gmail.com> JavaDoc fix to CMSAuthenticatedDataParser.</li>
<li>Liane Velten <liane.velten&#064064hip-consulting.com> fine tuning of code for DHParameters validation.</li>
<li>Shawn Willden <swillden&#064064google.com> additional functionality to PGPKeyRing.</li>
<li>Atanas Krachev <akrachev&#064gmail.com> added support for revocation signatures in OpenPGP.</li>
<li>Mickael LaikIng <mickael laikIng&#064keynectis.com> initial cut of EAC classes.</li>
<li>Tim Buktu <tbuktu&#06464hotmail.com> Initial implementation of NTRU signing and encryption.</li>
<li>Bernd <bernd&#064gmail.com> Fix for open of PGP literal data stream with UTF-8 naming.</li>
<li>Steing Inge Morisbak <stein.inge.morisbak&#06464BEKK.no> Test code for lower case Hex data in PEM headers.</li>
<li>Andreas Schmid <andreas schmid&#06464tngtech.com> Additional expiry time check in PGPPublicKeys.</li>
<li>Phil Steitz <phil.steitz&#064gmail.com> Final patch eliminating JCE dependencies in the OpenPGP BC classes.</li>
<li>Ignat Korchagin <ignat.korchagin&#064gmail.com> Initial implementation of DSTU-4145-2002, long hash fix
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Petar Petrov <spetrov@064bers-soft.com> Testing and debugging of UTF-8 OpenPGP passwords.

Daniel Fitzpatrick <daniel.f.nwr@064gmail.com> Initial implementation of ephemeral key support for IES, initial implementations of RSA-KEM and ECIES-KEM, initial implementation of homogeneous projective coordinates for E.<

Andy Neilson <Andy.Neilson@064quest.com> a further patches to deal with multiple providers and PEMReader.</p>

Ted Shaw <xiao.xj@064gmail.com> patch to MiscPEMGenerator for handling new PKCS10CertificationRequests.</p>

Eleriseth <Eleriseth@WPECGLtYbVi8Rl6Y7Vzt2Lvd2EUW99v3yNV3JWROG8.fms> speed up for SIC/CTR mode. Provider compatibility generalisations for EC operations.</p>

Kenny Root <kenny@064the-b.org> patch for issuerAltName, subjectAltName support in X509CertificateObject, BaseBlockCipher.getIV() patch for AEAD.</p>

Maarten Bodewes <maarten.bodewes@064gmail.com> initial implementation of HKDF and NIST SP 800-108 MAC based KDF functions.</p>

Philip Clay <pilf_b@064yahoo.com> Initial implementation of J-PAKE.</p>

Brian Carlstrom <bdc@064carlstrom.com> compliance patches for some JCA/JCE keystore and cipher classes, miscellaneous code quality improvements, initial provider PBKDF2WithHmacSHA1 SecretKeyFactory.</p>

Samuel Lid@ecucet:n Borell <samuel@064primekey.se> patch to add DSTU-4145 to DefaultSignatureAlgorithmFinder.</p>

Sergio Demian Lerner <sergiolerner@064certimix.com> pointing out isInfinity issue in ECDSA signer verification.</p>

Tim Whittington <Tim.Whittington@064orionhealth.com> patch to remove extra init call in CMac, additional of Memorable interface for Digest classes, initial implementation of GMAC, further correctness tests for IV and reset processing in OCB, CCM, and block cipher reset. Initial implementation of Skein, XSalas20, ChaCha, reduced round Salsa20, Threefish, and the Poly1305 MAC. Documentation updates. Added OCB support to Nokeon and CAST6 in the provider, exception testing for CTS, optimisations for CCM, provider support for AAD cipher methods, safe CipherInput/OutputStream implementations for use with AAD and subsequent bug fixes, cleanup after IDEA patent expiry, work on JCE SipHash support, optimisations for AESFastEngine, further work on EncodableDigest for SHA-2 digests, contributions to BCrypt/OpenBSD/BCrypt, PGP API documentation and code quality work.</p>

Marcus Lundblad <marcus.lundblad@064primekey.se> patch for working arnound JDK jarsigner TSP bug, optional setting of IssuerSerial in TimeStampTokenGenerator, additional extensions enhancement for time stamp token generation.</p>

Andrey Zhozhin <zhozhin@064xrm.ru> patch for override of TSP SignerInfo attributes.</p>

Sergey Tsinov <5555d@064gmail.com> initial cut of DVCS classes.</p>

Damian Kolasas <ftfredy@064gmail.com> ASN1Sequence patch for class cast issue in X9Curve.</p>

Ash Hughes <ashley.hughes@064blueyonder.co.uk> patches for supporting PGPSignatureKeyRing/PGPSecretKeys encodings with empty private keys, initial code for PGPSignatureSubpacketVector.getEmbeddedSignatures().</p>

Daniel Hirscher <dev@064daniel-hirscher.de> patch to support parsing of explicit EC parameters in PEM files.</p>

Daniele Ricci <daniele.athome@064gmail.com> initial implementation of EC keys for OpenPGP and RFC6637 support.</p>

Matti Aarnio <matti.aarnio@064methics.fi> tweaks to any build to remove dependence on shell scripts. Initial SM3 digest implementation, some EC related code cleanups, JavaDoc improvements for ASN.1 classes.</p>

Babak Najafi <bnajafi@064akamai.com> fixes to OpenPGP NotationData to prevent truncation problems.</p>

Eric M@uumi:ller <eric.mueller@064sage.de> additional standard algorithm name lookups in

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JcaPEMKeyConverter.</li><li>Mathias Herberts &lt;Mathias.Herberts@064gmail.com&gt; fix to inOff usage in RFC3394WrapEngine.</li><li>Daniil Ivanov &lt;daniil.ivanov@064gmail.com&gt; addition of provider support for GOST HMAC SecretKeyFactory.</li><li>Daniele Grasso &lt;daniele.grasso86@064gmail.com&gt; contributions to final Key calculation code for SRP6.</li><li>Andrey Utkin &lt;cindrhc@064gmail.com&gt; patch to reconstruction of EC-GOST keys from PrivateKeyInfo objects in provider classes.</li><li>Arnis Tartu &lt;arnnis@064ut.ee&gt; checker for generated key vs OID in JceCMSContentEncryptorBuilder.</li><li>Mathias Herberts &lt;Mathias.Herberts@gmail.com&gt; fix to inOff usage in RFC3394WrapEngine.</li><li>Andrey Utkin &lt;cindrhc@064gmail.com&gt; patch to reconstruction of EC-GOST keys from PrivateKeyInfo objects in provider classes.</li><li>Roberto Tyley &lt;roberto.tyley@gmail.com&gt; further work on completing gradle build.</li><li>Waldemar Dick &lt;wdick@064devmue.de&gt; code improvement in x500 ASN.1 package.</li><li>Mathias Herberts &lt;Mathias.Herberts@gmail.com&gt; fix to inOff usage in RFC3394WrapEngine.</li><li>Andrey Utkin &lt;cindrhc@064gmail.com&gt; patch to reconstruction of EC-GOST keys from PrivateKeyInfo objects in provider classes.</li><li>Oliver Ehli &lt;ehli@064arago.de&gt; Additional support for BSI plain ECDSA in the provider.</li><li>Daniel Heldt &lt;Daniel.Heldt@064cryptovision.com&gt; Initial support for encodable state message digests.</li><li>Robert Bushman &lt;bouncycastle@064traxel.com&gt; Clean up of DirectKeySignature example.</li><li>Maurice Aarts &lt;saarts@064risecure.com&gt; updated to KDF generator to follow NIST SP 800-108.</li><li>Frankziskus Kiefer &lt;https://github.com/frankziskuskiefer&gt; initial implementation of Cramer-Shoup.</li><li>KB Sriram &lt;mail_kb@yahoo.com&gt; testing for odd encodings for PGP User Attribute Subpackets.</li><li>Marco Schulze &lt;marco@064nightlabs.de&gt; Reported verification bug in GenericSigner.</li><li>Martin Schaefer &lt;https://github.com/martinschaefer&gt; contributed a code-cleanup patch.</li><li>Lijun Liao &lt;jjun.liao@064gmail.com&gt; added iteration count setters to PKCS#12 PBE mac/key generator builders.</li><li>Tobias Wich &lt;tobias.wich@064ecsec.de&gt; Provided patch for TLS to work around servers sending Supported Elliptic Curves extension unexpectedly.</li><li>Hauke Mehrtens &lt;hauke@064hauke-m.de&gt; TLS patch to add ECDHE_ECDSA CCM ciphersuites from RFC 7251.</li><li>Daniel Zimmerman &lt;dmz@064galois.com&gt; Further key quality improvements to RSAKeyPairGenerator.</li><li>Jens Kapitza &lt;jk.kapitza@064schwarze-allianz.de&gt; Iterable support in OpenPGP API, code cleanup in OpenPGP API.</li><li>Johan Eklund &lt;johan@064primekey.se&gt; update to RFC 6960 for OCSPObjectIdentifiers.</li><li>Nikos Nathanael &lt;nikosn@https://github.com/nikosn&gt; Fix to encoding of EC private keys to ensure encoding matches order length.</li><li>Axel von dem Bruch &lt;axel-vdbh@064risecup.net&gt; Contributions to BCRYPT/OpenBSD-Crypt, original version of Blake2Digest.</li><li>Derek Atkins &lt;derek@064ihtfp.com&gt; Documentation fixes to X9ObjectIdentifiers.</li><li>Peter Jr Halicky &lt;peto@064halicky.sk&gt; Correction to notification/error message handling in SignedMailValidator.</li><li>LartiguePierre &lt;https://github.com/lartiguePierre&gt; Fix for counter signature SID in CMSSignedData.</li><li>Thomas Belot &lt;thomas.belot@BC.com&gt; initial CertPathLoopTest for demonstrating stack overflow issue.
<li>Rich DiCroce <a>https://github.com/rdicroce</a> Initial implementation of server-side TLS-SRP support. TLS API extension to support non-blocking usage.</li>
<li>Björn Kautler <a>https://github.com/Vampire</a> Refinements to cert path validation (authority key addition, certificate order preservation).</li>
<li>Domnik Schürmann <a>https://github.com/dschuermann</a> method for returning signatures/verifications without user IDs on PGPPublicKey, method for exposing S2K in PGPSecretKey, constants for GNU protection modes in S2K classes, optional version header for armored output.</li>
<li>Michael <a>MSKnete@#064/web.de</a> initial fix for bitStrength issue for OpenPGP EC keys.</li>
<li>Tobias Wagner <a>tobias.wagner@#064n-design.de</a> Fix SecureRandom handling in BeAsymmetricKeyWrapper [#BJA-536].</li>
<li>Sergio Giro <a><g>giro@#064google.com</a> Fixed adding of additional stores from CRL distribution point [#BJA-537]. Fixed missing null check for CRL certificate issuer [#BJA-538], removal of risky zeroisation code in PBE.java, check for salt in PBEKeys that require it.</li>
<li>bschuette <a>https://github.com/bschuette</a> Fixed typo in DefaultSignatureAlgorithmIdentifierFinder, additional methods on CMSignedDataParser.</li>
<li>Leonard Dallot <a>https://github.com/dallotTazTag</a> Fix to S2K usage of none on changing passwords on keys without passwords originally.</li>
<li>Jan Willem Janssen <j.w.janssen@bouncycastle@#064xtreme.nl> Support for DSAParameters in lightweight SubjectPublicKeyInfoFactory, initial content signer verifier for BC lightweight EC.</li>
<li>Sebastian Oerding <sebastian.oerding@robotron.de> Fixes to toString() in x509.CertificatePolicies.</li>
<li>Kai Kramer <kai.kramer@#064gmail.com> Code to deal with orphaned chain certificates in the PKCS#12 KeyStore.</li>
<li>Benoit Charles <benoit.charles@#064opentrust.com> Fix for IES data length check on decryption.</li>
<li>Niko <nfink95@#064gmail.com> fix to cast issue in getOutputSize() for ECIES.</li>
<li>akwizgran <a>https://github.com/akwizgran</a> Fixed clone of key in Blake2bDgest copy constructor, blake2b reset issue for variant keys.</li>
<li>Matthias Edelhoff <Matthias.Edelhoff@#064cryptovision.com> BasicConstraintsValidation pathlen fix in PKIX certpath classes.</li>
<li>Lukasz Deputat <lukasz.deputat@#064gmail.com> Fixed bugs in TlsUtils read methods [#BJA-592].</li>
<li>Justin Ludwig <https://github.com/justinludwig> Iterator fix for PGPObjectFactory to handle stream packets at start of iterated data.</li>
<li>Andréacutsche, Berenguel <https://github.com/aberenguel> Fix to include ECNamedCurveSpec in EC AlgorithmParameterSpi.</li>
<li>Slawomir Jarankowski <https://github.com/slawekjarankowski> Patch to make cipher/hash/signature name methods in PGP internal API public.</li>
<li>Andrey Vasilyev <https://github.com/andrey-vasilyev> Initial implementation of GOST R 34.11-2012.</li>
<li>William Glanton <wglanton77@#064gmail.com> Fixed bug in Poly1305 [#BJA-620].</li>
<li>jdvorak001 <https://github.com/jdvorak001> Speed improvements for ASN.1 ObjectIdentifier cache.</li>
<li>Joseph Naegele <jnaegele@grierforensics.com> Patch for handling multiple certificates in a DANE SMIMEA entry.</li>
<li>Andrew Bonventre <https://github.com/andybons> NullPointer patch for WNafUtil.</li>
<li>The Google Security Team (Project Wycheproof) <https://github.com/google/wycheproof> defect analysis and additional test cases for the provider.</li>
<li>The Intel Security Team <> analysis detecting the issue with AESFastEngine (CVE-2016-1000339), additional suggestions for improvement to hardening of AESEngine.</li>
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jar/javassist/util/proxy/ProxyFactory.java
 * /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/util/proxy/ProxyObjectOutputStream.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/ast/Pair.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/MemberValue.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/annotation/DoubleMemberValue.java
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 *
 * The purpose of the CSVParse is to take a single string and parse it into
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 *
 * The CSVParse has grown organically based on user requests and does not truely match
* any current requirements (though it can be configured to match or come close). There
* is no plans to change this as it will break existing requirements. Consider using
* the RFC4180Parser for less configurability but closer match to the RFC4180 requirements.
*
* @author Glen Smith
* @author Rainer Pruy
*/

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java
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*/opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamReader.java
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Found in path(s):
*/opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/SystemClockConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/XStream11NameCoder.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/StaticNameCoder.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/NoNameCoder.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/naming/NameCoderWrapper.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/AbstractXmlFriendlyMapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
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jar/com/thoughtworks/xstream/io/xml/WstxDriver.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/package.html
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyNameCoder.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyWriter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/TreeMarshallingStrategy.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshallingStrategy.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/DomReader.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/XppDomReader.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/path/PathTracker.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/io/xml/XomWriter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
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*/opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/path/PathTrackingWriter.java
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*/opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/util/ISO8601JavaTimeConverter.java
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/.../jar/com/thoughtworks/xstream/converters/reflection/SelfStreamingInstanceChecker.java
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jar/com/thoughtworks/xstream/io/xml/Dom4JXmlWriter.java
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jar/com/thoughtworks/xstream/core/util/Cloneables.java
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jar/com/thoughtworks/xstream/converters/javabean/JavaBeanProvider.java
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Manifest-Version: 1.0
Archiver-Version: Plexus Archiver
Created-By: Apache Maven
Built-By: joehni
Build-Jdk: 1.8.0_265
Specification-Title: XStream Core
Specification-Vendor: XStream
Implementation-Title: XStream Core
Implementation-Version: 1.4.16
Implementation-Vendor-Id: com.thoughtworks.xstream
Implementation-Vendor: XStream
Bundle-License: BSD-3-Clause
Bundle-ManifestVersion: 2
Bundle-Name: XStream Core Sources
Bundle-SymbolicName: xstream.sources
Bundle-Vendor: XStream Sources
Bundle-Version: 1.4.16 Sources
Eclipse-SourceBundle: xstream;version=1.4.16
Specification-Version: 1.4
X-Build-Os: Linux
X-Build-Time: 2021-03-12T23:23:07Z
X-Builder: Maven 3.6.3
X-Compile-Source: 1.4
X-Compile-Target: 1.4

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  jar/com/thoughtworks/xstream/io/copy/HierarchicalStreamCopier.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/DocumentReader.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil15.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil14.java
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jar/com/thoughtworks/xstream/converters/time/ChronologyConverter.java
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jar/com/thoughtworks/xstream/core/ReferenceByXPathMarshallingStrategy.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/LocalConversionMapper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/AbstractReferenceUnmarshaler.java
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 * com.thoughtworks.xstream.converters.reflection.
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  jar/com/thoughtworks/xstream/converters/reflection/PureJavaReflectionProvider.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/converters/basic/StringBuilderConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateTimeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/OffsetDateTimeConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/LocalTimeConverter.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriterHelper.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/AbstractAttributeAliasingMapper.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/TypePermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/SecurityMapper.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/ForbiddenClassException.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/YearMonthConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/basic/ShortConverter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/CGLIBProxyTypePermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/ProxyTypePermission.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/collections/MapConverter.java
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jar/com/thoughtworks/xstream/mapper/PackageAliasingMapper.java
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jar/com/thoughtworks/xstream/annotations/XStreamImplicitCollection.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/RegExpTypePermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/NoPermission.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/security/WildcardTypePermission.java

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jar/com/thoughtworks/xstream/converters/collections/package.html
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jar/com/thoughtworks/xstream/annotations/XStreamContainedType.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/annotations/Annotations.java
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  jar/com/thoughtworks/xstream/core/TreeMarshaller.java
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* /opt/ cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3DomBuilder.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/DurationConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/mapper/XStream11XmlFriendlyMapper.java
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 * Created on 17. April 2009 by Joerg Schaible
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/extended/JavaFieldConverter.java
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 *
 * Created on 08. January 2016 by Joerg Schaible, factored out from FieldAliasingMapper.
Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/mapper/ElementIgnoringMapper.java
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 * Created on 11. August 2011 by Joerg Schaible, code from XppDom.
 */

Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/io/xml/xppdom/XppFactory.java
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 * Created on 16. November 2004 by Joe Walnes
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources.jar/com/thoughtworks/xstream/core/util/CompositeClassLoader.java
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* Created on 18. October 2007 by Joerg Schaible
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/io/xml/AbstractDocumentWriter.java
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* Created on 12.10.2010 by Joerg Schaible, extracted from TreeSetConverter.
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/core/util/PresortedSet.java
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* Created on 21. December 2004 by Joe Walnes
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/reflection/SerializableConverter.java
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*
* Created on 13. June 2006 by Guilherme Silveira
*/
Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/persistence/XmlMap.java
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 * Created on 15. February 2006 by Mauro Talevi
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/ConverterMatcher.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshaller.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdUnmarshaller.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/time/HijrahDateConverter.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKey.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/persistence/FilePersistenceStrategy.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/reflection/SerializationMethodInvoker.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
  jar/com/thoughtworks/xstream/core/util/PrioritizedList.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JReader.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/util/Types.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/XStream.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/core/util/ThreadSafePropertyEditor.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/converters/extended/ActivationDataFlavorConverter.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/json/JsonWriter.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/core/ReferencingMarshallingContext.java
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 * Created on 22. April 2006 by Mauro Talevi
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/XStream11XmlFriendlyReplacer.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/core/util/QuickWriter.java
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* Created on 24. June 2012 by Joerg Schaible
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/JDom2Reader.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/JDom2Writer.java
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-
jar/com/thoughtworks/xstream/io/xml/PrettyPrintWriter.java
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* Created on 14. August 2004 by Joe Walnes
*/
/**
* A SAX [@link org.xml.sax.XMLReader parser] that acts as an XStream
* [@link com.thoughtworks.xstream.io.HierarchicalStreamWriter] to enable direct generation of a
* SAX event flow from the XStream serialization of a list of list of Java objects.
* <p>
* As a
* custom SAX parser, this class ignores the arguments of the two standard parse methods ([@link
* #parse(java.lang.String)]
* and [@link #parse(org.xml.sax.InputSource)]) but relies on a proprietary SAX property
* [@link #SOURCE_OBJECT_LIST_PROPERTY] to define the list of objects to serialize.
* </p>
* <p>
* Configuration of this SAX parser is achieved through the standard
* [@link #setProperty SAX property mechanism]. While specific setter methods require direct
* access to the parser instance, SAX properties support configuration settings to be propagated
* through a chain of [@link org.xml.sax.XMLFilter filters] down to the underlying parser
* object.
* </p>
* <p>
* This mechanism shall be used to configure the
* [@link #SOURCE_OBJECT_LIST_PROPERTY objects to be serialized] as well as the
* [@link #CONFIGURED_XSTREAM_PROPERTY XStream facade].
* </p>
* 
* @author Laurent Bihanic
*/
/**
* Sets the value of a property.
* <p>
* The property name is any fully-qualified URI. It is
* possible for an XMLReader to recognize a property name but
* to be unable to set its value.</p>
* <p>
* XMLReaders are not required to recognize setting any
* specific property names, though a core set is provided with
* SAX2.</p>
* <p>
* Some property values may be immutable or mutable only
* in specific contexts, such as before, during, or after
* a parse.</p>
This method is also the standard mechanism for setting extended handlers.

* **Note**: This implementation only supports two (proprietary) properties: `{@link #CONFIGURED_XSTREAM_PROPERTY}` and `{@link #SOURCE_OBJECT_LIST_PROPERTY}`.

* @param name the property name, which is a fully-qualified URI.
* @param value the requested value for the property.
* @throws SAXNotRecognizedException when the XMLReader does not recognize the property name.
* @throws SAXNotSupportedException when the XMLReader recognizes the property name but cannot set the requested value.
* @see #getProperty

/*
/**
* Parses an XML document from a system identifier (URI).
* 
* This method is a shortcut for the common case of reading a document from a system identifier. It is the exact equivalent of the following:
* 
*     parse(new InputSource(systemId));
* 
* If the system identifier is a URL, it must be fully resolved by the application before it is passed to the parser.
* 
* **Note**: As a custom SAX parser, this class ignores the <code>systemId</code> argument of this method and relies on the proprietary SAX property `{@link #SOURCE_OBJECT_LIST_PROPERTY}` to define the list of objects to serialize.

* @param systemId the system identifier (URI).
* @throws SAXException Any SAX exception, possibly wrapping another exception.
* @see #parse(org.xml.sax.InputSource)
*/
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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/javabean/PropertySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/javabean/ComparingPropertySorter.java
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/javabean/NativePropertySorter.java

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Found in path(s):
* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/basic/NullConverter.java

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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDriver.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/core/util/ISO8601JodaTimeConverter.java
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* /opt/cola/permits/1147727218_1617243431.25/0/xstream-1-4-16-sources-jar/com/thoughtworks/xstream/converters/extended/PropertyEditorCapableConverter.java
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1.1478 pycrypto 2.6.1
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Previously, the copyright and/or licensing status of the Python
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not necessarily made clear in the original disclaimer (see
Additionally, some files within PyCrypto had specified their own licenses that differed from the PyCrypto license itself. For example, the original RIPEMD.c module simply had a copyright statement and warranty disclaimer, without clearly specifying any license terms. (An updated version on the author’s website came with a license that contained a GPL-incompatible advertising clause.)

To rectify this situation for PyCrypto 2.1, the following steps have been taken:

1. Obtaining explicit permission from the original contributors to dedicate their contributions to the public domain if they have not already done so. (See the "LEGAL/copy/stmts" directory for contributors’ statements.)

2. Replacing some modules with clearly-licensed code from other sources (e.g. the DES and DES3 modules were replaced with new ones based on Tom St. Denis’s public-domain LibTomCrypt library.)

3. Replacing some modules with code written from scratch (e.g. the RIPEMD and Blowfish modules were re-implemented from their respective algorithm specifications without reference to the old implementations).

4. Removing some modules altogether without replacing them.

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PyCrypto Code Submission Requirements - Rev. C

Last updated: 2009-02-28

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1.1482 certifi 2020.06.20

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1.1489 jackson-dataformat-yaml 2.9.6

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
been in development since 2007.
It is currently developed by a community of developers, as well as supported
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*/opt/cola/permits/1119151372_1608741195.72/0/netty-resolver-4-1-27-final-sources-2-jar/io/netty/resolver/DefaultAddressResolverGroup.java
*/opt/cola/permits/1119151372_1608741195.72/0/netty-resolver-4-1-27-final-sources-2-jar/io/netty/resolver/AbstractAddressResolver.java
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1.1501 java-uuid-generator 4.0

1.1501.1 Available under license:

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Java UUID generator library has been written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Eric Bie contributed extensive unit test suite which has helped ensure high implementation quality

1.1502 socket.io-client 0.7.2

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

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

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

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

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1.1504 base-64 2.3.8

1.1504.1 Available under license:
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/**
 * <p>Encodes and decodes to and from Base64 notation.</p>
 * <p>Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
 * <p>Example:</p>
 * <code>String encoded = Base64.encode( myByteArray );</code>
 * <br />
 * <code>byte[] myByteArray = Base64.decode( encoded );</code>
 * 
 * <br />
 * The <tt>options</tt> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
 * <tt>encodeBytes( bytes, options )</tt> the options parameter can be used to indicate such
 * things as first gzipping the bytes before encoding them, not inserting linefeeds,
 * and encoding using the URL-safe and Ordered dialects.
 * 
 * Note, according to <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>,
 * Section 2.1, implementations should not add line feeds unless explicitly told
 * to do so. I've got Base64 set to this behavior now, although earlier versions
The constants defined in Base64 can be OR-ed together to combine options, so you might make a call like this:

```java
String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );
```

to compress the data before encoding it and then making the output have newline characters.

Also...

```java
String encoded = Base64.encodeBytes( crazyString.getBytes() );
```

---

**Change Log:**

- **v2.3.7** - Fixed subtle bug when base 64 input stream contained the value 01111111, which is an invalid base 64 character but should not throw an ArrayIndexOutOfBoundsException either. Led to discovery of mishandling (or potential for better handling) of other bad input characters. You should now get an IOException if you try decoding something that has bad characters in it.
- **v2.3.6** - Fixed bug when breaking lines and the final byte of the encoded string ended in the last column; the buffer was not properly shrunk and contained an extra (null) byte that made it into the string.
- **v2.3.5** - Fixed bug in `encodeFrom` where estimated buffer size was wrong for files of size 31, 34, and 37 bytes.
- **v2.3.4** - Fixed bug when working with gzipped streams whereby flushing the Base64 OutputStream closed the Base64 encoding (by padding with equals signs) too soon. Also added an option to suppress the automatic decoding of gzipped streams. Also added experimental support for specifying a class loader when using the method.
- **v2.3.3** - Changed default char encoding to US-ASCII which reduces the internal Java footprint with its CharEncoders and so forth. Fixed some javadocs that were inconsistent. Removed imports and specified things like java.io.IOException explicitly inline.
- **v2.3.2** - Reduced memory footprint! Finally refined the "guessing" of how big the final encoded data will be so that the code doesn't have to create two output arrays: an oversized initial one and then a final, exact-sized one. Big win when using the family of methods (and not using the gzip options which uses a different mechanism with streams and stuff).
- **v2.3.1** - Added `encodeBytesToBytes(byte[])` and some similar helper methods to be more efficient with memory by not returning a String but just a byte array.
- **v2.3** - This is not a drop-in replacement! This is two years of comments and bug fixes queued up and finally executed. Thanks to everyone who sent
me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else.
* Much bad coding was cleaned up including throwing exceptions where necessary
* instead of returning null values or something similar. Here are some changes
* that may affect you:
* <ul>
* <li><em>Does not break lines, by default.</em> This is to keep in compliance with
* <li><em>Throws exceptions instead of returning null values.</em> Because some operations
*   (especially those that may permit the GZIP option) use IO streams, there
* is a possibility of an java.io.IOException being thrown. After some discussion and
* thought, I've changed the behavior of the methods to throw java.io.IOExceptions
* rather than return null if ever there's an error. I think this is more
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with.</li>
* <li><em>Removed all references to System.out, System.err, and the like.</em></li>
* Shame on me. All I can say is sorry they were ever there.</li>
* <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed
*   such as when passed arrays are null or offsets are invalid.</li>
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.
*   This was especially annoying before for people who were thorough in their
*   own projects and then had gobs of javadoc warnings on this file.</li>
* </ul>
* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
* when using very small files (~&lt; 40 bytes).</li>
* <li>v2.2 - Added some helper methods for encoding/decoding directly from
* one file to the next. Also added a main() method to support command line
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* &lt;ol&gt;
* &lt;li&gt;The default is RFC3548 format.&lt;/li&gt;
* &lt;li&gt;Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates
* URL and file name friendly format as described in Section 4 of RFC3548.
* &lt;li&gt;Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates
* URL and file name friendly format that preserves lexical ordering as described
* &lt;/ol&gt;
* Special thanks to Jim Kellerman at &lt;a href="http://www.powerset.com/"&gt;http://www.powerset.com/&lt;/a&gt;
* for contributing the new Base64 dialects.
* &lt;/li&gt;
* 
* &lt;li&gt;v2.1 - Cleaned up javadoc comments and unused variables and methods. Added
* some convenience methods for reading and writing to and from files.</li>
* &lt;li&gt;v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems
* with other encodings (like EBCDIC).</li>
* &lt;li&gt;v2.0.1 - Fixed an error when decoding a single byte, that is, when the
* encoded data was a single byte.</li>
* &lt;li&gt;v2.0 - I got rid of methods that used booleans to set options.
* Now everything is more consolidated and cleaner. The code now detects
when data that's being decoded is gzip-compressed and will decompress it automatically. Generally things are cleaner. You'll probably have to change some method calls that you were making to support the new options format (int's that you "OR" together).

v1.5.1 - Fixed bug when decompressing and decoding to a byte[] using decode(String s, boolean gzipCompressed).

v1.5 - Output stream pases on flush() command but doesn't do anything itself. This helps when using GZIP streams.

v1.4 - Added helper methods to read/write files.

v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.

v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.

v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.

v1.3.3 - Fixed I/O streams which were totally messed up.

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@author Robert Harder
@author rob@iharder.net
@version 2.3.7

Found in path(s):
* /opt/cola/permits/1135864105_1613617959.84/0/base64-2-3-8-sources-3-jar/net/iharder/Base64.java

1.1505 libarchive-c 2.9
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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 * Checks if this content model has had its min/maxOccurs values reduced for
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 *
 * @return a boolean that says whether this content has been compacted for UPA
 */

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DOM Level 3 LS CR - Experimental.

Create a new <code>LSParser</code>. The newly constructed parser may then be configured by means of its <code>DOMConfiguration</code> object, and used to parse documents by means of its <code>parse</code> method.

@param mode  The <code>mode</code> argument is either <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the <code>LSParser</code> that is created will operate in synchronous mode, if it's <code>MODE_ASYNCHRONOUS</code> then the <code>LSParser</code> that is created will operate in asynchronous mode.

@param schemaType  An absolute URI representing the type of the schema language used during the load of a <code>Document</code> using the newly created <code>LSParser</code>. Note that no lexical checking is done on the absolute URI. In order to create a <code>LSParser</code> for any kind of schema types (i.e. the LSParser will be free to use any schema found), use the value <code>null</code>.

@return  The newly created <code>LSParser</code> object. This <code>LSParser</code> is either synchronous or asynchronous depending on the value of the <code>mode</code> argument.
By default, the newly created <code>LSParser</code> does not contain a <code>DOMErrorHandler</code>, i.e. the value of the "error-handler" configuration parameter is <code>null</code>. However, implementations may provide a default error handler at creation time. In that case, the initial value of the "error-handler" configuration parameter on the new created <code>LSParser</code> contains a reference to the default error handler.

@exception DOMException

NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is not supported.

*/

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/**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle Attribution, Particle Derivation (Restriction),
 * Element Declarations Consistent.
 */

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
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jar/org/apache/xerces/dom/CommentImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredProcessingInstructionImpl.java
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```java
public License getLicense(ObjectNode node, String location, ParseResult result) {
    Found in path(s):
* /opt/cola/permits/1126031648_1611552465.4/0/swagger-parser-v3-2-0-17-sources-1-
jar/io/swagger/v3/parser/util/OpenAPIDeserializer.java
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   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/http/RestTemplateDiscoveryClientOptionalArgs.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
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   jar/org/springframework/cloud/netflix/eureka/http/RestTemplateTransportClientFactory.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/metadata/ManagementMetadataProvider.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/metadata/DefaultManagementMetadataProvider.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/http/WebClientTransportClientFactory.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/http/WebClientDiscoveryClientOptionalArgs.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/config/DiscoveryClientOptionalArgsConfiguration.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/config/EurekaTlsProperties.java
   */opt/cola/permits/1255873297_1642609644.75/0/spring-cloud-netflix-eureka-client-2-2-9-release-sources-
   jar/org/springframework/cloud/netflix/eureka/http/RestTemplateTransportClientFactories.java

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1.1525 spidermonkey 1.8.5

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

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

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

All Python releases are Open Source (see http://www.opensource.org for
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releases have also been GPL-compatible; the table below summarizes
the various releases.

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  jar/io/netty/handler/ssl/AbstractSniHandler.java
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  jar/io/netty/handler/ssl/ocsp/package-info.java
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* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/SslContext.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/IdentityCipherSuiteFilter.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/OpenSslContext.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/SniHandler.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/OpenSsl.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/SniHandler.java
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  jar/io/netty/handler/pcap/PcapWriteHandler.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/PcapHeaders.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/TCPPacket.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/PcapWriter.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/EthernetPacket.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/UDPPacket.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/pcap/IPPacket.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
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  jar/io/netty/handler/ssl/BouncyCastleAlpnSslEngine.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/ssl/AsyncRunnable.java
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* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/OpenSslSessionId.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/OpenSslContextOption.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/OpenSslClientSessionCache.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/Ciphers.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/BouncyCastle.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/ssl/SslProtocols.java
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* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/traffic/package-info.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java
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jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
jar/io/netty/handler/ssl/jutil/LazyJavaxX509Certificate.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
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* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/ssl/NotSslRecordException.java
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  jar/io/netty/handler/timeout/WriteTimeoutHandler.java
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  jar/io/netty/handler/stream/ChunkedInput.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/timeout/ReadTimeoutException.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/package-info.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/timeout/TimeoutException.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/ChunkedNioStream.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/package-info.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/timeout/WriteTimeoutException.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/ChunkedFile.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/ssl/util/package-info.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/ChunkedNioFile.java
* /opt/cola/permits/1182802270_1627053452.03/0/netty-handler-4-1-66-final-sources-
  jar/io/netty/handler/stream/ChunkedWriteHandler.java
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c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

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

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

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

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

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

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

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

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

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

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c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in
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e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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1.1541 maven-repository-metadata 3.3.1

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jar/org/springframework/jca/cci/connection/DelegatingConnectionFactory.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/jca/cci/transaction/TransactionSystemException.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/jca/cci/core/CommAreaRecord.java
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jar/org/springframework/jca/cci/connection/ConnectionSpecConnectionFactoryAdapter.java
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jar/org/springframework/jca/support/CommAreaRecord.java
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jar/org/springframework/transaction/TransactionAttributeSourceAdvisor.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/dao/TransientDataAccessException.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/dao/NonTransientDataAccessException.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/dao/UncategorizedDataAccessException.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/jca/cci/connection/ConnectionSpecConnectionFactoryAdapter.java
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* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
jar/org/springframework/jca/context/ResourceAdapterApplicationContext.java
* /opt/cola/permits/1167717754_1621845479.2/o/spring-tx-5-3-7-sources-
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jar/org/springframework/jca/context/ResourceAdapterApplicationContext.java
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jar/org/springframework/jca/support/CommAreaRecord.java
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  jar/org/springframework/jca/cci/core/RecordCreator.java
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  jar/org/springframework/transaction/support/TransactionSynchronizationUtil.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/event/TransactionalApplicationListener.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/event/TransactionalApplicationListenerMethodAdapter.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/support/TransactionSynchronizationManager.java
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  jar/org/springframework/transaction/reactive/TransactionalOperatorImpl.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/reactive/TransactionContextHolder.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/TransactionManager.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/StaticTransactionDefinition.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/annotation/AnnotationTransactionAttributeSource.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/TransactionExecution.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-
  jar/org/springframework/transaction/support/WithoutTransactionOperations.java
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  jar/org/springframework/transaction/support/AbstractTransactionStatus.java

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* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-jar/org/springframework/transaction/jta/JtaAfterCompletionSynchronization.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-jar/org/springframework/transaction/jta/ManagedTransactionAdapter.java
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* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-jar/org/springframework/dao/DeadlockLoserDataAccessException.java
* /opt/cola/permits/1167717754_1621845479.2/0/spring-tx-5-3-7-sources-jar/org/springframework/transaction/IllegalTransactionStateException.java
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* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/NoTransactionException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/TransactionSuspensionNotSupportedException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/TransactionSuspensionNotSupportedException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/TransactionUsageException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/TransactionUsageException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/TransactionUsageException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/NestedTransactionNotSupportedException.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/NestedTransactionNotSupportedException.java
*/
opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/Interceptor/TransactionAttributeSourceEditor.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/Interceptor/TransactionAttributeSourceEditor.java
* /opt/cola/permits/1167717754_1621845479.20/spring-tx-5-3-7-sources.jar/org/springframework/transaction/Interceptor/TransactionAttributeSourceEditor.java
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1.1543 jnr-unixsocket 0.17

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* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/exceptions/MongoQueryException.java
* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/annotations/Merge.java
* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/api/QueryProvider.java
* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/api/QueryProvider.java
* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/annotations/Out.java
* /opt/cola/permits/1284950474_1646865875.84/0/mongodb-aggregate-query-support-core-0-8-10-6-sources-jar/com/github/krr/mongodb/aggregate/support/api/MongoQueryExecutor.java

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1.1557 niaeventaggregator 1.0

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  "testfiles": [
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    "test/contrib/*.uts"
  ],
  "remove_testfiles": [
    "test/linux.uts",
    "test/windows.uts",
    "test/contrib/cansocket_native.uts",
    "test/contrib/cansocket_python_can.uts"
  ],
  "onlyfailed": true,
  "preexec": {
    "test/contrib/*.uts": "load_contrib("%name%")",
    "test/cert.uts": "load_layer("tls")",
    "test/sslv2.uts": "load_layer("tls")",
    "test/tls*.uts": "load_layer("tls")"
  },
  "format": "text",
  "kw_ko": [
    "linux",
    "windows",
    "crypto_advanced",
    "ipv6",
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  ]
}
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* /opt/cola/permits/1119151378_1608741212.29/0/netty-buffer-4-1-27-final-sources-2-jar/io/netty/buffer/UnpooledByteBufAllocator.java
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jar/io/netty/buffer/PoolSubpage.java
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* /opt/cola/permits/1119151378_1608741212.29/0/netty-buffer-4-1-27-final-sources-2-
jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1119151378_1608741212.29/0/netty-buffer-4-1-27-final-sources-2-
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Nori Korean Morphological Analyzer - Apache Lucene Integration
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This software includes a binary and/or source version of data from

mecab-ko-dic-2.0.3-20170922

which can be obtained from

https://bitbucket.org/eunjeon/mecab-ko-dic/downloads/mecab-ko-dic-2.0.3-20170922.tar.gz

1.1562 mongodb-driver-legacy 4.3.2
1.1562.1 Available under license :

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* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/client/jndi/package-info.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/client/model/DBCollectionFindAndModifyOptions.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/DBCollectionObjectFactory.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/WriteResult.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/gridfs/GridFSDBFile.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/client/model/DBCollectionCountOptions.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/BulkWriteResult.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/gridfs/GridFSFile.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/DBDecoder.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/AcknowledgedBulkWriteResult.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/Cursor.java
* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/DBDecoderFactory.java
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* /opt/cola/permits/1284951431_1646865588.32/0/mongodb-driver-legacy-4-3-2-sources-jar/com/mongodb/DBEncoderFactory.java
1.1563 hibernate-validator 6.2.0.Final
1.1563.1 Available under license:

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

/*
 * Hibernate Validator, declare and validate application constraints
 *
 * License: Apache License, Version 2.0
 * See the license.txt file in the root directory or <http://www.apache.org/licenses/LICENSE-2.0>.
 */
/**
 * Retrieves constraint related meta data for the parameters of the given executable.
 *
 * @param javaBeanExecutable The executable of interest.
 *
 * @return A list with parameter meta data for the given executable.
 */

Found in path(s):
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedFieldStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/MapKeyExtractor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/scripting/package-info.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/ObjectArrayValueExtractor.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/PropertyConstraintMappingContext.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/NotBlank.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/SizeDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/ElTermResolver.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources.jar/org/hibernate/validator/cfg/context/ReturnValueConstraintMappingContext.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources.jar/org/hibernate/validator/internal/metadata/raw/ConstrainedType.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources.jar/org/hibernate/validator/cfg/GenericConstraintDef.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/MethodValidationConfiguration.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/stereotypes/ThreadSafe.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForDouble.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForLong.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
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jar/org/hibernate/validator/internal/xml/mapping/MappingXmlParser.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/br/CNPJ.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForLong.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/ValidatorImpl.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedParameterStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedMethodStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/TypeTarget.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ReturnValueStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/FieldConstraintMappingContextImpl.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/messageinterpolation/ExpressionLanguageFeatureLevel.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedMethodStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/ParameterTarget.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/DomainNameUtil.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/XmlMetaDataProvider.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForMinguoDate.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMinValidatorForLong.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/ContainerElementConstraintMappingContextImpl.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/ISBNDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/ContainerElementConstraintMappingContextImpl.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/ISBNDef.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/javabean/JavaBeanExecutable.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/CrossParameterStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/package-info.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/ValidatorFactoryScopedContext.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/scripting/ScriptEvaluator.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForByte.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/EANValidator.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/package-info.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/PredefinedScopeHibernateValidator.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/NotBlankValidator.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/pl/package-info.java
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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/context/AnnotationProcessingOptions.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/location/ParameterConstraintLocation.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/AbstractStaxBuilder.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/config/ResourceLoaderHelper.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/config/ResourceLoaderHelper.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/config/ResourceLoaderHelper.java
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 *
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 */
/**
 * A method-level constraint, that evaluates a script expression against the
 * annotated method or constructor. This constraint can be used to implement

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* validation routines that depend on several parameters of the annotated executable.

* </p>

* <p>

* Script expressions can be written in any scripting or expression language, for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a> compatible engine can be found on the classpath. To refer to a parameter within the scripting expression, use its name as obtained by the active 

* [@link javax.validation.ParameterNameProvider]. The default provider will return the actual parameter names, if the -parameters compiler option has been enabled, and [@code arg0], [@code arg1] etc. otherwise.

* </p>

* <p>

* The following listing shows an example using the JavaScript engine which comes with the JDK:

* </p>

* <pre>
* {@code @ParameterScriptAssert(script = "start.before(end)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>

* </p>

* Can be specified on any method or constructor.

* </p>

* 

* @author Gunnar Morling

*/

Found in path(s):
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java

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/

* Hibernate Validator, declare and validate application constraints

* 

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/TypeHelper.java

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* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-1.1.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/maven/org.hibernate.validator/pom.xml
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-2.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-2.0.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/overview.html
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.1.xsd
* /opt/cola/permits/1179350176_1626075468.15/0/hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-2.0.xsd

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Version 2, June 1991

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1.1573 perl-text-parsewords 3.29 4.el7

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Precedence: normal
Subject: [rt.cpan.org #90483] missing license file
From: "Alexandr Ciornii via RT" <bug-Text-ParseWords@rt.cpan.org>
Reply-To: bug-Text-ParseWords@rt.cpan.org
In-Reply-To: <rt-4.0.18-4704-1384789048-1647.90483-6-0@rt.cpan.org>
References: <RT-Ticket-90483@rt.cpan.org> <rt-4.0.18-4704-1384789048-1647.90483-6-0@rt.cpan.org>
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To: mmaslano@redhat.com
MIME-Version: 1.0
On Mon Nov 18 10:37:28 2013, mmaslano@redhat.com wrote:
> It would be a big help if you have better defined license. License
> text in .pm file would be enough.

Will do in next version.

> I found Perl license in Makefile.PL,
> so we assumed it's Perl (GPL+ or Artistic). Is it correct?

yes

--
Alexandr Ciornii, http://chorny.net

1.1574 pyasn1-modules 0.2.8
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Version: 0.3.1
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Classifier: Development Status :: 5 - Production/Stable
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* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONObject.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONNavi.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONArray.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAwareEx.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/writer/FakeMapper.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONAwareEx.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/JSONStreamAwareEx.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/ParseException.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONStylerObj.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONUtil.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserString.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JsonReader.java
* /opt/cola/permits/1177952445_1625583906.57/0/json-smart-2-3-sources-4-jar/net/minidev/json/parser/JSONParserReader.java
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* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/UnpooledUnsafeSwappedByteBuf.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/PoolArenaMetric.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/UnsafeByteBufUtil.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/HeapByteBufUtil.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/PoolChunkMetric.java
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* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/SizeClassesMetric.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/LongPriorityQueue.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/LongLongHashMap.java

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* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-jar/io/netty/buffer/PooledByteBufAllocatorMetric.java

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* /opt/cola/permits/1182802184_1627053436.77/0/netty-buffer-4-1-66-final-sources-
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*/
/**
* A token issued by {@link TokenService}.
*
* <p>
* It is important that the keys assigned to tokens are sufficiently randomised and
* secured that they can serve as identifying a unique user session. Implementations of
* {@link TokenService} are free to use encryption or encoding strategies of their choice.
* It is strongly recommended that keys are of sufficient length to balance safety against
* persistence cost. In relation to persistence cost, it is strongly recommended that
* returned keys are small enough for encoding in a cookie.
* </p>
*
* @author Ben Alex
* @since 2.0.1
*/

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/**
 * @param authentication represents the user in question. Should not be null.
 * @param targetDomainObject the domain object for which permissions should be
 * checked. May be null in which case implementations should return false, as the null
 * condition can be checked explicitly in the expression.
 * @param permission a representation of the permission object as supplied by the
 * expression system. Not null.
 * @return true if the permission is granted, false otherwise
 */

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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/userdetails/UserDetailsByNameServiceWrapper.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/core/userdetails/UserDetailsByNameServiceWrapper.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/permission/DenyAllPermissionEvaluator.java
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* *
* @author Luke Taylor
* @since 3.0
* @deprecated Use java.util.Base64
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jar/org/springframework/security/authentication/jaas/AuthorityGranter.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/authentication/rcp/RemoteAuthenticationException.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/method/MapBasedMethodSecurityMetadataSource.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/framework/security/access/event/AuthorizedEvent.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/ConfigAttribute.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/response/AccessDeniedResponseException.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/annotation/Jsrf250MethodSecurityMetadataSource.java

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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/core/session/SessionInformation.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/core/access/intercept/RunAsUserToken.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/core/userdetails/UserDetails.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/authentication/jaas/JaasAuthenticationCallbackHandler.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/intercept/aopalliance/MethodSecurityMetadataSourceAdvisor.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/vote/RoleVoter.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/vote/AuthenticatedVoter.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources.jar/org/springframework/security/access/vote/AbstractAccessDecisionManager.java

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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/core/annotation/AuthenticationPrincipal.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/scheduling/DelegatingSecurityContextTaskScheduler.java
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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/core/token/KeyBasedPersistenceTokenService.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/authorization/AuthorityReactiveAuthorizationManager.java
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jar/org/springframework/security/core/SpringSecurityCoreVersion.java
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jar/org/springframework/security/core/context/ReactiveSecurityContextHolder.java
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jar/org/springframework/security/authentication/ReactiveAuthenticationManager.java
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 */

/**
 * Reviews the <code>Object</code> returned from a secure object invocation, being able to
 * modify the <code>Object</code> or throw an [@link AccessDeniedException].
 *<p>
 * Typically used to ensure the principal is permitted to access the domain object
 * instance returned by a service layer bean. Can also be used to mutate the domain object
 * instance so the principal is only able to access authorised bean properties or
 * <code>Collection</code> elements.
 *<p>
 * Special consideration should be given to using an <code>AfterInvocationManager</code>
 * on bean methods that modify a database. Typically an
 * <code>AfterInvocationManager</code> is used with read-only methods, such as
 * <code>public DomainObject getByld(id)</code>. If used with methods that modify a
 * database, a transaction manager should be used to ensure any
 * <code>AccessDeniedException</code> will cause a rollback of the changes made by the
 * transaction.
 *<p>
 * @author Ben Alex
 */
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Found in path(s):
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/access/intercept/AfterInvocationManager.java
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/**
* Determines if the {@link #getAuthentication()} has permission to access the target
* given the permission
* @param target the target domain object to check permission on
* @param permission the permission to check on the domain object (i.e. "read",
* "write", etc).
* @return true if permission is granted to the {@link #getAuthentication()}, else
* false
*/

Found in path(s):
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-jar/org/springframework/security/access/permission/SecurityExpressionOperations.java
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Found in path(s):
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-
  jar/org/springframework/security/crypto/encrypt/Encryptors.java
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 */

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* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-
  jar/org/springframework/security/authentication/jaas/DefaultJaasAuthenticationProvider.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-
  jar/org/springframework/security/authentication/jaas/AbstractJaasAuthenticationProvider.java
* /opt/cola/permits/1154208224_1618916854.6/0/spring-security-core-5-4-6-sources-
  jar/org/springframework/security/authentication/jaas/memory/InMemoryConfiguration.java

1.1588 requests-toolbelt 0.9.1

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 */

/*
 * $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
 */

package org.apache.xalan;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */

public class Version {

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 * <CODE>"<B>Xalan</B> <B>Java</B> v.r[.dd| <B>D</B>nn"]</CODE>.
* Futurework: have this read version info from jar manifest.
*
* @return String denoting our current version
*/

public static String getVersion()
{
    return getProduct() + " " + getImplementationLanguage() + ""
    + getMajorVersionNum() + "." + getReleaseVersionNum() + ""
    + (getDevelopmentVersionNum() > 0) ?
    ("D" + getDevelopmentVersionNum()) : ("" + getMaintenanceVersionNum());
}

/**
 * Print the processor version to the command line.
 * *
 * @param argv command line arguments, unused.
 */

public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */

public static String getProduct()
{
    return "Xalan";
}

/**
 * Implementation Language: Java.
 */

public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 * *
 * Clients should carefully consider the implications
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 *    - a new set of functionality is to be added, eg,
 *      implementation of a new W3C specification.
 *    - API or behaviour change.
 *    - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 */
Each 'D' drops can contain functional enhancements as well as defect fixes. 'D' drops may not be as stable as the final releases.

```
public static int getDevelopmentVersionNum()
{
    try {
        if (((new String("@version.DEVELOPER@"))).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    }
    catch (NumberFormatException nfe) {
        return 0;
    }
}
```

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 */
/**
 * This is a special exception that is used to stop parsing when search for an element. For instance, when searching for xml:stylesheet PIs, it is used to stop the parse once the document element is found.
 * @see StylesheetPIHandler
 * @xsl.usage internal
 */
```

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*/

/package org.apache.xml.serializer;
/**
 * Administrative class to keep track of the version number of
 * the Serializer release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information.</P>
 * @xsl.usage general
 */

public final class Version {

  /**
   * Get the basic version string for the current Serializer.
   * Version String formatted like
   * <CODE>"<B>Serializer</B> <B>Java</B> v.r[.dd| <B>D</B>nn]\</CODE>
   *
   * Futurework: have this read version info from jar manifest.
   *
   * @return String denoting our current version
   */
  public static String getVersion() {
    return getProduct() + " " + getImplementationLanguage() + " "
          + getMajorVersionNum() + "." + getReleaseVersionNum() + "." 
          + (getDevelopmentVersionNum() > 0) ?
            ("D" + getDevelopmentVersionNum()) : ("" + getMaintenanceVersionNum());
  }

  /**
   * Print the processor version to the command line.
   *
   * @param argv command line arguments, unused.
   */
  public static void main(String argv[]) {
    System.out.println(getVersion());
  }

  /**
   * Name of product: Serializer.
   */
  public static String getProduct() {
    return "Serializer";
  }

  /**
   * Implementation Language: Java.
   */
}
public static String getImplementationLanguage()
{
    return "Java";
}

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static int getMaintenanceVersionNum()
{
return @version.MINOR@;
}
/**
* Development Drop Number.
* Optional identifier designates development drop of
*
a specific release. D01 is the first development drop
*
of a new release.
*
*
Development drops are works in progress towards a
*
compeleted, final release. A specific development drop
*
may not completely implement all aspects of a new
*
feature, which may take several development drops to
*
complete. At the point of the final drop for the
*
release, the D suffix will be omitted.
*
*
Each 'D' drops can contain functional enhancements as
*
well as defect fixes. 'D' drops may not be as stable as
*
the final releases.
*/
public static int getDevelopmentVersionNum()
{
try {
if ((new String("@version.DEVELOPER@")).length() == 0)
return 0;
else
return Integer.parseInt("@version.DEVELOPER@");
} catch (NumberFormatException nfe) {
return 0;
}
}
}
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/** The 'document-location()' id (Proprietary). */

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Encodings.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xslt/compiler/Makefile.inc
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties
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 */

/*
 * $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
 */

/*
 * @author Jacek Ambroziak
 * @author Santiago Pericas-Geertsen
 * @author Morten Jorgensen
 * @author G. Todd Miller
 */

package org.apache.xalan.xslt.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;
import org.apache.xml.dtm.DTM;
import org.apache.xalan.xslt.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xslt.runtime.Operators;
import org.apache.xalan.xslt.compiler.util.ErrorMsg;

parser code {:
/**
 * Used by function calls with no args.
 */
static public final Vector EmptyArgs = new Vector(0);

/**
 * Reference to non-existing variable.
 */
static public final VariableRef DummyVarRef = null;

/**
 * Reference to the Parser class.
 */
private Parser _parser;
private XSLTC _xsltc;

/**
 * String representation of the expression being parsed.
 */
private String _expression;

/**
 * Line number where this expression/pattern was declared.
 */
private int _lineNumber = 0;

/**
 * Reference to the symbol table.
 */
public SymbolTable _symbolTable;

public XPathParser(Parser parser) {
    _parser = parser;
    _xsltc = parser.getXSLTC();
    _symbolTable = parser.getSymbolTable();
}

public int getLineNumber() {
    return _lineNumber;
}

public QName getQNameIgnoreDefaultNs(String name) {
    return _parser.getQNameIgnoreDefaultNs(name);
}

public QName getQName(String namespace, String prefix, String localname) {
    return _parser.getQName(namespace, prefix, localname);
}
public void setMultiDocument(boolean flag) {
    _xsltc.setMultiDocument(flag);
}

public void setCallsNodeset(boolean flag) {
    _xsltc.setCallsNodeset(flag);
}

public void setHasIdCall(boolean flag) {
    _xsltc.setHasIdCall(flag);
}

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "*[uri]" and "{uri}:*". The last two
 * patterns are expanded as "*[namespace-uri() = 'uri']" and
 * "{uri}:*[namespace-uri() = 'uri']", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
 */
    public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
        int nodeType;
        if (test == null) {  // "*
            nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
            return new StepPattern(axis, nodeType, predicates);
        }
        else if (test instanceof Integer) {
            nodeType = ((Integer) test).intValue();
            return new StepPattern(axis, nodeType, predicates);
        }
        else {
            QName name = (QName)test;
            boolean setPriority = false;
            if (axis == Axis.NAMESPACE) {
                nodeType = (name.toString().equals("*")) ? -1
                : _xsltc.registerNamespacePrefix(name);
            }
            else {
                final String uri = name.getNamespace();
            }
            return new StepPattern(axis, nodeType, predicates);
        }
    }
final String local = name.getLocalPart();
final QName namespace_uri =
    _parser.getQNameIgnoreDefaultNs("namespace-uri");

// Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
if (uri != null && (local.equals("*") || local.equals("@*"))) {
    if (predicates == null) {
        predicates = new Vector(2);
    }
    // Priority is set by hand if no other predicates exist
    setPriority = (predicates.size() == 0);
    predicates.add(
        new Predicate(
            new EqualityExpr(Operators.EQ,
                new NamespaceUriCall(namespace_uri),
                new LiteralExpr(uri)));
    }
}
if (local.equals("*")) {
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
: NodeTest.ELEMENT;
} else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
} else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
: _xsltc.registerElement(name);
}

final StepPattern result = new StepPattern(axis, nodeType, predicates);

// Set priority for case prefix:* and prefix:@* (no predicates)
if (setPriority) {
    result.setPriority(-0.25);
}
return result;
}

public int findNodeType(int axis, Object test) {
if (test == null) {  // *
    return (axis == Axis.ATTRIBUTE)
        ? NodeTest.ATTRIBUTE :
        NodeTest.ELEMENT;
} else if (local.equals("@*")) {
    nodeType = NodeTest.ATTRIBUTE;
} else {
    nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
: _xsltc.registerElement(name);
}
final StepPattern result = new StepPattern(axis, nodeType, predicates);

// Set priority for case prefix:* and prefix:@* (no predicates)
if (setPriority) {
    result.setPriority(-0.25);
}
return result;
}
(axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    } else if (test instanceof Integer) {
        return ((Integer)test).intValue();
    } else {
        QName name = (QName)test;
        if (axis == Axis.NAMESPACE) {
            return (name.toString().equals("*")) ? -1
                : _xsltc.registerNamespacePrefix(name);
        }
        if (name.getNamespace() == null) {
            final String local = name.getLocalPart();
            if (local.equals("*")) {
                return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE
                    : NodeTest.ELEMENT;
            } else if (local.equals("@*")) {
                return NodeTest.ATTRIBUTE;
            }
        }
        return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name)
            : _xsltc.registerElement(name);
    }

    /**
     * Parse the expression passed to the current scanner. If this
     * expression contains references to local variables and it will be
     * compiled in an external module (not in the main class) request
     * the current template to create a new variable stack frame.
     * 
     * @param lineNumber Line where the current expression is defined.
     * @param external   Set to <tt>true</tt> if this expression is
     *                   compiled in a separate module.
     * 
     */
    public Symbol parse(String expression, int lineNumber) throws Exception {
        try {
            _expression = expression;
            _lineNumber = lineNumber;
            return super.parse();
        }
        catch (IllegalCharException e) {
ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR,
        lineNumber, e.getMessage());
        _parser.reportError(Constants.FATAL, err);
    }
    return null;
}

/**
* Lookup a variable or parameter in the symbol table given its name.
* @param name Name of the symbol being looked up.
*/
final SyntaxTreeNode lookupName(QName name) {
    // Is it a local var or param ?
    final SyntaxTreeNode result = _parser.lookupVariable(name);
    if (result != null)
        return(result);
    else
        return(_symbolTable.lookupName(name));
}

public final void addError(ErrorMsg error) {
    _parser.reportError( Constants.ERROR, error); 
}

public void report_error(String message, Object info) {
    final ErrorMsg err = new ErrorMsg( ErrorMsg.SYNTAX_ERR, _lineNumber,
        _expression);
    _parser.reportError( Constants.FATAL, err); 
}

public void report_fatal_error(String message, Object info) {
    // empty 
}

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    } else if (rlp instanceof ParentLocationPath) {
        final ParentLocationPath plp = (ParentLocationPath) rlp;
        final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
        return new ParentLocationPath(newrlp, plp.getStep());
    } else {
       addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep"));
        return rlp;
    }
/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
    return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
            axis == Axis.NAMESPACE || axis == Axis.DESCENDANT);
}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QNAME;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non terminal Expression OrExpr, AndExpr, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLON;

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
  { : RESULT = pattern; : }

  | EXPRESSION Expr:expr
  { : RESULT = expr; : };

/* --------------------------- Patterns ----------------------------------- */

Pattern ::= LocationPathPattern:lpp
  { : RESULT = lpp; : }

  | LocationPathPattern:lpp VBAR Pattern:p
  { : RESULT = new AlternativePattern(lpp, p); : };

LocationPathPattern ::= SLASH
  { : RESULT = new AbsolutePathPattern(null); : }

  | SLASH RelativePathPattern:rpp
  { : RESULT = new AbsolutePathPattern(rpp); : }

  | IdKeyPattern:ikp
  { : RESULT = ikp; : }

  | IdKeyPattern:ikp SLASH RelativePathPattern:rpp
  { : RESULT = new ParentPattern(ikp, rpp); : }

  | IdKeyPattern:ikp DSLASH RelativePathPattern:rpp
:: RESULT = new AncestorPattern(ikp, rpp); ::

| DSLASH RelativePathPattern:rpp
| :: RESULT = new AncestorPattern(rpp); ::

| RelativePathPattern:rpp
| :: RESULT = rpp; ::;

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
| :: RESULT = new IdPattern(l);
| parser.setHasIdCall(true);
|

| KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
| :: RESULT = new KeyPattern(l1, l2); ::;

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
| :: RESULT = new ProcessingInstructionPattern(l); ::;

RelativePathPattern ::= StepPattern:sp
| :: RESULT = sp; ::

| StepPattern:sp SLASH RelativePathPattern:rpp
| :: RESULT = new ParentPattern(sp, rpp); ::

| StepPattern:sp DSLASH RelativePathPattern:rpp
| :: RESULT = new AncestorPattern(sp, rpp); ::;

StepPattern ::= NodeTestPattern:nt
| :: RESULT = parser.createStepPattern(Axis.CHILD, nt, null);
|

| NodeTestPattern:nt Predicates:pp
| :: RESULT = parser.createStepPattern(Axis.CHILD, nt, pp);
|

| ProcessingInstructionPattern:pip
| :: RESULT = pip; ::

| ProcessingInstructionPattern:pip Predicates:pp
| :: RESULT = (ProcessingInstructionPattern:pip.setPredicates(pp); ::)

| ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
| :: RESULT = parser.createStepPattern(axis.intValue(), nt, null);
|
NodeTestPattern::= NameTestPattern:nt
    { : RESULT = nt; : }

    | NODE
    { : RESULT = new Integer(NodeTest.ANODE); : }

    | TEXT
    { : RESULT = new Integer(NodeTest.TEXT); : }

    | COMMENT
    { : RESULT = new Integer(NodeTest.COMMENT); : }

    | PI
    { : RESULT = new Integer(NodeTest.PI); : }

NameTestPattern ::= STAR
    { : RESULT = null; : }

    | QName:qn
    { : RESULT = qn; : }

ChildOrAttributeAxisSpecifier ::= ATSIGN
    { : RESULT = new Integer(Axis.ATTRIBUTE); : }

    | CHILD DCOLON
    { : RESULT = new Integer(Axis.CHILD); : }

    | ATTRIBUTE DCOLON
    { : RESULT = new Integer(Axis.ATTRIBUTE); : }

    | ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt Predicates:pp
    { :
        RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
        : }

    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
    { :
        RESULT = pip; // TODO: report error if axis is attribute
        : }

    | ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
Predicates:pp
    { :
        // TODO: report error if axis is attribute
        RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
        : };

NodeTestPattern ::= NameTestPattern:nt
    { : RESULT = nt; : }

    | NODE
    { : RESULT = new Integer(NodeTest.ANODE); : }

    | TEXT
    { : RESULT = new Integer(NodeTest.TEXT); : }

    | COMMENT
    { : RESULT = new Integer(NodeTest.COMMENT); : }

    | PI
    { : RESULT = new Integer(NodeTest.PI); : }

NameTestPattern ::= STAR
    { : RESULT = null; : }

    | QName:qn
    { : RESULT = qn; : }

ChildOrAttributeAxisSpecifier ::= ATSIGN
    { : RESULT = new Integer(Axis.ATTRIBUTE); : }

    | CHILD DCOLON
    { : RESULT = new Integer(Axis.CHILD); : }

    | ATTRIBUTE DCOLON
    { : RESULT = new Integer(Axis.ATTRIBUTE); : };

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Predicates ::= Predicate:p
    {:
        Vector temp = new Vector();
        temp.addElement(p);
        RESULT = temp;
    :}

    | Predicate:p Predicates:pp
        {: pp.insertElementAt(p, 0); RESULT = pp; :};

Predicate ::= LBRACK Expr:e RBRACK
    {:
        RESULT = new Predicate(e);
    :};

/* --------------------------- Expressions --------------------------------- */

Expr ::= OrExpr:ex
    {: RESULT = ex; :};

OrExpr ::= AndExpr:ae
    {: RESULT = ae; :}

    | OrExpr:oe OR AndExpr:ae
        {: RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); :};

AndExpr ::= EqualityExpr:e
    {: RESULT = e; :}

    | AndExpr:ae AND EqualityExpr:ee
        {: RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee); :};

EqualityExpr ::= RelationalExpr:re
    {: RESULT = re; :}

    | EqualityExpr:ee EQ RelationalExpr:re
        {: RESULT = new EqualityExpr(Operators.EQ, ee, re); :}

    | EqualityExpr:ee NE RelationalExpr:re
        {: RESULT = new EqualityExpr(Operators.NE, ee, re); :};

RelationalExpr ::= AdditiveExpr:ae
    {: RESULT = ae; :}

    | RelationalExpr:re LT AdditiveExpr:ae
        {: RESULT = new RelationalExpr(Operators.LT, re, ae); :}
RelationalExpr:re GT AdditiveExpr:ae
{ : RESULT = new RelationalExpr(Operators.GT, re, ae); : }

RelationalExpr:re LE AdditiveExpr:ae
{ : RESULT = new RelationalExpr(Operators.LE, re, ae); : }

RelationalExpr:re GE AdditiveExpr:ae
{ : RESULT = new RelationalExpr(Operators.GE, re, ae); : };

AdditiveExpr ::= MultiplicativeExpr:me
{ : RESULT = me; : }

AdditiveExpr:ae PLUS MultiplicativeExpr:me
{ : RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); : }

AdditiveExpr:ae MINUS MultiplicativeExpr:me
{ : RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); : };

MultiplicativeExpr ::= UnaryExpr:ue
{ : RESULT = ue; : }

MultiplicativeExpr:me MULT UnaryExpr:ue
{ : RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); : }

MultiplicativeExpr:me DIV UnaryExpr:ue
{ : RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); : }

MultiplicativeExpr:me MOD UnaryExpr:ue
{ : RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); : };

UnaryExpr ::= UnionExpr:ue
{ : RESULT = ue; : }

MINUS UnaryExpr:ue
{ : RESULT = new UnaryOpExpr(ue); : };

UnionExpr ::= PathExpr:pe
{ : RESULT = pe; : }

PathExpr:pe VBAR UnionExpr:rest
{ : RESULT = new UnionPathExpr(pe, rest); : };

PathExpr ::= LocationPath:lp
{ : RESULT = lp; : }

FilterExpr:fexp
{ : RESULT = fexp; : }
| FilterExpr:fexp SLASH RelativeLocationPath:rlp
| {} RESULT = new FilterParentPath(fexp, rlp); :}

| FilterExpr:fexp DSLASH RelativeLocationPath:rlp
| {}

// Expand '//' into '/descendant-or-self::node()/ or
// into /descendant-or-self::*/
//
int nodeType = DOM.NO_TYPE;
if (rlp instanceof Step &&
    parser.isElementAxis(((Step) rlp).getAxis()))
{
    nodeType = DTM.ELEMENT_NODE;
}
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
FilterParentPath fpp = new FilterParentPath(fexp, step);
fpp = new FilterParentPath(fpp, rlp);
if (fexp instanceof KeyCall == false) {
    fpp.setDescendantAxis();
}
RESULT = fpp;
:}]

LocationPath ::= RelativeLocationPath:rlp
| {} RESULT = rlp; :}

| AbsoluteLocationPath:alp
| {} RESULT = alp; :};

RelativeLocationPath ::= Step:step
| {} RESULT = step; :}

| RelativeLocationPath:rlp SLASH Step:step
| {}
    if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
        RESULT = step;  // Remove '.' from the middle
    }
else if (((Step) step).isAbbreviatedDot()) {
        RESULT = rlp;  // Remove 'l.' from the end
    }
else {
    RESULT =
        new ParentLocationPath((RelativeLocationPath) rlp, step);
    }
};

| AbbreviatedRelativeLocationPath:arlp
AbsoluteLocationPath ::= SLASH
{: RESULT = new AbsoluteLocationPath(); :}

| SLASH RelativeLocationPath: rlp
{: RESULT = new AbsoluteLocationPath(rlp); :}

| AbbreviatedAbsoluteLocationPath: aalp
{: RESULT = aalp; :};

AbbreviatedRelativeLocationPath ::= RelativeLocationPath: rlp DSLASH Step: step
{:]
final Step right = (Step) step;
final int axis = right.getAxis();
final int type = right.getNodeType();
final Vector predicates = right.getPredicates();

if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
  // Compress '/child:E' into 'descendant::E' - if possible
  if (predicates == null) {
      right.setAxis(Axis.DESCENDANT);
      if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
          RESULT = right;
      } else {
          // Expand 'rlp/child::E' into 'rlp/descendant::E'
          RelativeLocationPath left = (RelativeLocationPath) rlp;
          RESULT = new ParentLocationPath(left, right);
      }
  } else {
      // Expand '/step' -> 'descendant-or-self::*/step'
      Step left = new Step(Axis.DESCENDANTORSELF,
                           DTM.ELEMENT_NODE, null);
      RESULT = new ParentLocationPath(left, right);
  }
} else {
  // Expand 'rlp/step' -> 'rlp/descendant-or-self::*/step'
  RelativeLocationPath left = (RelativeLocationPath) rlp;
  Step mid = new Step(Axis.DESCENDANTORSELF,
                       DTM.ELEMENT_NODE, null);
  ParentLocationPath ppl = new ParentLocationPath(mid, right);
  RESULT = new ParentLocationPath(left, ppl);
}
}
else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
    RelativeLocationPath left = (RelativeLocationPath) rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF, DTM.ELEMENT_NODE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath) rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF, DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}

AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp
{
    //
    // Expand '// into '/descendant-or-self::node()' or
    // into /descendant-or-self::*/
    //
    int nodeType = DOM.NO_TYPE;
    if (rlp instanceof Step &&
        parser.isElementAxis(((Step) rlp).getAxis()))
    {
        nodeType = DTM.ELEMENT_NODE;
    }
    final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
    RESULT = new AbsoluteLocationPath(parser.insertStep(step, (RelativeLocationPath) rlp));
};

Step ::= NodeTest:ntest
{
    if (ntest instanceof Step) {
        RESULT = (Step) ntest;
    }
    else {
        RESULT = new Step(Axis.CHILD, parser.findNodeType(Axis.CHILD, ntest), null);
    }
};
NodeTest:ntest Predicates:pp
{}
if (ntest instanceof Step) {
    Step step = (Step)ntest;
    step.addPredicates(pp);
    RESULT = (Step)ntest;
} else {
    RESULT = new Step(Axis.CHILD,
            parser.findNodeType(Axis.CHILD, ntest), pp);
}
 :

AxisSpecifier:axis NodeTest:ntest Predicates:pp
{}
RESULT = new Step(axis.intValue(),
            parser.findNodeType(axis.intValue(), ntest),
            pp);
 :

AxisSpecifier:axis NodeTest:ntest
{}
RESULT = new Step(axis.intValue(),
            parser.findNodeType(axis.intValue(), ntest),
            null);
 :

AbbreviatedStep:abbrev
{}
RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON
{}
RESULT = an; :}

| ATSIGN
{| RESULT = new Integer(Axis.ATTRIBUTE); :};

AxisName ::=    ANCESTOR
{| RESULT = new Integer(Axis.ANCESTOR); :}

| ANCESTORORSELF
{| RESULT = new Integer(Axis.ANCESTORORSELF); :}

| ATTRIBUTE
{| RESULT = new Integer(Axis.ATTRIBUTE); :}

| CHILD
{| RESULT = new Integer(Axis.CHILD); :}

| DESCENDANT
{| RESULT = new Integer(Axis.DESCENDANT); :}
DESCENDANTORSELF
{: RESULT = new Integer(Axis.DESCENDANTORSELF); :}

FOLLOWING
{: RESULT = new Integer(Axis.FOLLOWING); :}

FOLLOWINGSIBLING
{: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}

NAMESPACE
{: RESULT = new Integer(Axis.NAMESPACE); :}

PARENT
{: RESULT = new Integer(Axis.PARENT); :}

PRECEDING
{: RESULT = new Integer(Axis.PRECEDING); :}

PRECEDINGSIBLING
{: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}

SELF
{: RESULT = new Integer(Axis.SELF); :}

AbbreviatedStep ::= DOT
{: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}

DDOT
{: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :}

FilterExpr ::= PrimaryExpr:primary
{: RESULT = primary; :}

PrimaryExpr:primary Predicates:pp
{: RESULT = new FilterExpr(primary, pp); :}

PrimaryExpr ::= VariableReference:vr
{: RESULT = vr; :}

LPAREN Expr:ex RPAREN
{: RESULT = ex; :}

Literal:string
{: /*
  * If the string appears to have the syntax of a QName, store
  * namespace info in the literal expression. This is used for
  */
* element-available and function-available functions, among
* others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

if (index > 0) {
    final String prefix = string.substring(0, index);
    namespace = parser._symbolTable.lookupNamespace(prefix);
}
RESULT = (namespace == null) ? new LiteralExpr(string) :
    new LiteralExpr(string, namespace);

| INT:num |
| : long value = num.longValue();
| : if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) { RESULT = new RealExpr(value); } else { if (num.doubleValue() == -0) RESULT = new RealExpr(num.doubleValue()); else if (num.intValue() == 0) RESULT = new IntExpr(num.intValue()); else if (num.doubleValue() == 0.0) RESULT = new RealExpr(num.doubleValue()); else RESULT = new IntExpr(num.intValue()); }

| REAL:num |
| : RESULT = new RealExpr(num.doubleValue()); : |

| FunctionCall:fc |
| : RESULT = fc; : |

VariableReference ::= DOLLAR VariableName:varName |
| : SyntaxTreeNode node = parser.lookupName(varName);
| : if (node != null) {
| : if (node instanceof Variable) {
| : RESULT = new VariableRef((Variable)node);
| } |
else if (node instanceof Param) {
    RESULT = new ParameterRef((Param)node);
}
else {
    RESULT = new UnresolvedRef(varName);
}
}

if (node == null) {
    RESULT = new UnresolvedRef(varName);
}
;

FunctionCall ::= FunctionName:fname LPAREN RPAREN
{

    if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
        RESULT = new CurrentCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
        RESULT = new BooleanExpr(true);
    }
    else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
        RESULT = new BooleanExpr(false);
    }
    else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, parser.EmptyArgs);
    }
    else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
        RESULT = new PositionCall(fname);
    }
    else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
        RESULT = new LastCall(fname);
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname);
}
else {
    RESULT = new FunctionCall(fname, parser.EmptyArgs);
}
}

| FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN |
|{ if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
    RESULT = new ConcatCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
    RESULT = new NumberCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) {
    parser.setMultiDocument(true);
    RESULT = new DocumentCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
    RESULT = new StringCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) {
    RESULT = new BooleanCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
    RESULT = new NameCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
    RESULT = new GenerateIdCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) {
    RESULT = new NotCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) {
    RESULT = new FormatNumberCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) {
    RESULT = new UnparsedEntityUriCall(fname, argl);
} else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) {
    RESULT = new KeyCall(fname, argl);
} }
else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
    RESULT = new KeyCall(fname, argl);
    parser.setHasIdCall(true);
}
else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname)) {
    RESULT = new CeilingCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
    RESULT = new RoundCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
    RESULT = new FloorCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
    RESULT = new ContainsCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
    RESULT = new StartsWithCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
    RESULT = new FunctionAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname)) {
    RESULT = new ElementAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
    RESULT = new LangCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname, argl);
}
else if (parser.getQName(Translet.URI, "xsltc", "cast").equals(fname)) {
    RESULT = new CastCall(fname, argl);
}
// Special case for extension function nodeset()
  else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
    parser.setCallsNodeset(true); // implies MultiDOM
    RESULT = new FunctionCall(fname, argl);
  }
else {
    RESULT = new FunctionCall(fname, argl);
}
NonemptyArgumentList ::= Argument:arg
    {:
        Vector temp = new Vector();
        temp.addElement(arg);
        RESULT = temp;
    :}

    | Argument:arg COMMA NonemptyArgumentList:argl
    {:
        argl.insertElementAt(arg, 0); RESULT = argl; :}

FunctionName ::= QName:fname
    {:
        RESULT = fname;
    :}

VariableName ::= QName:vname
    {:
        RESULT = vname;
    :}

Argument ::= Expr:ex
    {:
        RESULT = ex; :}

NodeTest ::= NameTest:nt
    {:
        RESULT = nt; :}

    | NODE
    {:
        RESULT = new Integer(NodeTest.ANODE); :}

    | TEXT
    {:
        RESULT = new Integer(NodeTest.TEXT); :}

    | COMMENT
    {:
        RESULT = new Integer(NodeTest.COMMENT); :}

    | PIPARAM LPAREN Literal:l RPAREN
    {:
        QName name = parser.getQNameIgnoreDefaultNs("name");
        Expression exp = new EqualityExpr(Operators.EQ,
            new NameCall(name),
            new LiteralExpr(l));
        Vector predicates = new Vector();
        predicates.addElement(new Predicate(exp));
        RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
    :}
| PI |
| : RESULT = new Integer(NodeTest.PI); : |

NameTest ::= STAR |
| : RESULT = null; : |

| QName:qn |
| : RESULT = qn; : |

QName ::= QName:qname |
| : RESULT = parser.getQNameIgnoreDefaultNs(qname); : |

| DIV |
| : RESULT = parser.getQNameIgnoreDefaultNs("div"); : |

| MOD |
| : RESULT = parser.getQNameIgnoreDefaultNs("mod"); : |

| KEY |
| : RESULT = parser.getQNameIgnoreDefaultNs("key"); : |

| ANCESTOR |
| : RESULT = parser.getQNameIgnoreDefaultNs("child"); : |

| ANCESTORORSELF |
| : RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); : |

| ATTRIBUTE |
| : RESULT = parser.getQNameIgnoreDefaultNs("attribute"); : |

| CHILD |
| : RESULT = parser.getQNameIgnoreDefaultNs("child"); : |

| DESCENDANT |
| : RESULT = parser.getQNameIgnoreDefaultNs("descendant"); : |

| DESCENDANTORSELF |
| : RESULT = parser.getQNameIgnoreDefaultNs("descendant-or-self"); : |

| FOLLOWING |
| : RESULT = parser.getQNameIgnoreDefaultNs("following"); : |

| FOLLOWINGSIBLING |
| : RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); : |

| NAMESPACE |
| : RESULT = parser.getQNameIgnoreDefaultNs("namespace"); : |
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 * distributed under the License is distributed on an "AS IS" BASIS,
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 */

// is found, then throw a special exception in order to terminate

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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
No license file was found, but licenses were detected in source scan.

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*/
/**
* Execute the proprietary document-location() function, which returns
* a node set of documents.
* @xsl.usage advanced
*/

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/functions/FuncDoclocation.java
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package org.apache.xalan.xslt.compiler;

import java_cup.runtime.Symbol;

%%
%cup
%cunicode
%cclass XPathLexer
%yyeof
%
{
    int last;

    void initialize() {
        last = -1;
    }

    static boolean isWhitespace(int c) {
        return (c == ' ' || c == '	' || c == '' || c == '
' || c == '');
    }

    /**
     * If symbol is not followed by '::*' or '(', then treat it as a
     * name instead of an axis or function (Jira-1912).
     */
    Symbol disambiguateAxisOrFunction(int ss) throws Exception {
        // Peek in the input buffer without changing the internal state
        int index = yy_buffer_index;

        // ...
// Skip whitespace
while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
    index++;
}

// If end of buffer, can't disambiguate :
if (index >= yy_buffer_read) {
    // Can't disambiguate, so return as symbol
    return new Symbol(ss);
}

// Return symbol if next token is '::' or '('
return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':' ||
       yy_buffer[index] == '(') ?
       newSymbol(ss) : newSymbol(sym.QNAME, yytext());

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * name instead of a keyword (Jira-1912).
 */
Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
    case -1:    // first token
    case sym.ATSIGN:
    case sym.DCOLON:
    case sym.LPAREN:
    case sym.LBRACK:
    case sym.COMMA:
    case sym.AND:
    case sym.OR:
    case sym.MOD:
    case sym.DIV:
    case sym.MULT:
    case sym.SLASH:
    case sym.DSLASH:
    case sym.VBAR:
    case sym.PLUS:
    case sym.MINUS:
    case sym.EQ:
    case sym.NE:
    case sym.LT:
    case sym.LE:
    case sym.GT:
    case sym.GE:
        return newSymbol(sym.QNAME, yytext());
    }
    return newSymbol(ss, yytext());
}
return newSymbol(ss);
}

/**
 * If symbol is first token or if it follows any of the operators
 * listed in http://www.w3.org/TR/xpath#exprlex then treat as a
 * wildcard instead of a multiplication operator
 */
Symbol disambiguateStar() throws Exception {
    switch (last) {
        case -1:    // first token
            case sym.ATSIGN:
            case sym.DCOLON:
            case sym.LPAREN:
            case sym.LBRACK:
            case sym.COMMA:
            case sym.AND:
            case sym.OR:
            case sym.MOD:
            case sym.DIV:
            case sym.MULT:
            case sym.SLASH:
            case sym.DSLSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
            case sym.NE:
            case sym.LT:
            case sym.LE:
            case sym.GT:
            case sym.GE:
                return newSymbol(sym.STAR);
            }
    return newSymbol(sym.MULT);
}

Symbol newSymbol(int ss) {
    last = ss;
    return new Symbol(ss);
}

Symbol newSymbol(int ss, String value) {
    last = ss;
    return new Symbol(ss, value);
}

Symbol newSymbol(int ss, Long value) {

last = ss;
return new Symbol(ss, value);
}

Symbol newSymbol(int ss, Double value) {
last = ss;
return new Symbol(ss, value);
}

%}
%eofval{
return newSymbol(sym.EOF);
%eofval}
%yylexthrow{
Exception
%yylexthrow}

Letter={BaseChar}||[Ideographic]
"//"  { return newSymbol(sym.DSLASH);  

"="  { return newSymbol(sym.EQ);  

"!="  { return newSymbol(sym.NE);  

"<"  { return newSymbol(sym.LT);  

">"  { return newSymbol(sym.GT);  

">="  { return newSymbol(sym.GE);  

"id"  { return disambiguateAxisOrFunction(sym.ID);  

"key"  { return disambiguateAxisOrFunction(sym.KEY);  

"text()"  { return newSymbol(sym.TEXT);  

"text"+[ \t\n\f]+"()"  { return newSymbol(sym.TEXT);  

"node()"  { return newSymbol(sym.NODE);  

"node"+[ \t\n\f]+"()"  { return newSymbol(sym.NODE);  

"comment()"  { return newSymbol(sym.COMMENT);  

"comment"+[ \t\n\f]+"()"  { return newSymbol(sym.COMMENT);  

"processing-instruction"  { return disambiguateAxisOrFunction(sym.PI);  

"processing-instruction()"  { return newSymbol(sym.PI);  

"processing-instruction"+[ \t\n\f]+"()"  { return newSymbol(sym.PI);  

"or"  { return disambiguateOperator(sym.OR);  

"and"  { return disambiguateOperator(sym.AND);  

"child"  { return disambiguateAxisOrFunction(sym.CHILD);  

"attribute"  { return disambiguateAxisOrFunction(sym.ATTRIBUTE);  

"ancestor"  { return disambiguateAxisOrFunction(sym.ANCESTOR);  

"ancestor-or-self"  { return disambiguateAxisOrFunction(sym.ANCESTORORSELF);  

"descendant"  { return disambiguateAxisOrFunction(sym.DESCENDANT);  

"descendant-or-self"  { return disambiguateAxisOrFunction(sym.DESCENDANTORSELF);  

"following"  { return disambiguateAxisOrFunction(sym.FOLLOWING);  

"following-sibling"  { return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING);  

"namespace"  { return disambiguateAxisOrFunction(sym.NAMESPACE);  

"parent"  { return disambiguateAxisOrFunction(sym.PARENT);  

"preceding"  { return disambiguateAxisOrFunction(sym.PRECEDING);  

"preceding-sibling"  { return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING);  

"self"  { return disambiguateAxisOrFunction(sym.SELF);  

"["  { return newSymbol(sym.LBRACK);  

"["  { return newSymbol(sym.RBRACK);  

"("  { return newSymbol(sym.LPAREN);  

")"  { return newSymbol(sym.RPAREN);  

"<PATTERN>"  { initialize(); return new Symbol(sym.PATTERN);  

"<EXPRESSION>"  { initialize(); return new Symbol(sym.EXPRESSION);  

\["[^\"]]+\]  { return newSymbol(sym.Literal,  

yytext().substring(1, yytext().length() - 1));  

\[\]  { return newSymbol(sym.Literal,  

yytext().substring(1, yytext().length() - 1));  

{Digit}+  { return newSymbol(sym.INT, new Long(yytext()));  

{[Digit]}+.\"{Digit}\"?  { return newSymbol(sym-REAL, new Double(yytext()));  

\.,\"{Digital}+  { return newSymbol(sym-REAL, new Double(yytext()));  

\.,  { return newSymbol(sym.DOT);  

({NCName}\:"\}?{NCName}  { return newSymbol(sym.QNAME, yytext());  

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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/ compiler/xpath.lex

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* limitations under the License.
*/
/
*/
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $ */
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
 * @deprecated To be replaced by org.apache.xalan.Version.getVersion()
 * @xsl.usage general
 */
public class XSLProcessorVersion
{

/**
 * Print the processor version to the command line.
 */
* @param argv command line arguments, unused.
*/
public static void main(String argv[]){}

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 */

/*
* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $ */
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
 * @deprecated To be replaced by org.apache.xalan.Version.getVersion()
 * @xsl.usage general
 */
public class XSLProcessorVersion
{

/**
 * Print the processor version to the command line.
 */
* @param argv command line arguments, unused.
*/
public static void main(String argv[]){}
```java
{
    System.out.println(S_VERSION);
}

/**
 * Constant name of product.
 */
public static final String PRODUCT = "Xalan";

/**
 * Implementation Language.
 */
public static final String LANGUAGE = "Java";

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 * implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static final int MAINTENANCE = @version.MINOR@;
```
/**
* Development Drop Number.
* Optional identifier designates development drop of
*
a specific release. D01 is the first development drop
*
of a new release.
*
*
Development drops are works in progress towards a
*
compeleted, final release. A specific development drop
*
may not completely implement all aspects of a new
*
feature, which may take several development drops to
*
complete. At the point of the final drop for the
*
release, the D suffix will be omitted.
*
*
Each 'D' drops can contain functional enhancements as
*
well as defect fixes. 'D' drops may not be as stable as
*
the final releases.
*/
public static final int DEVELOPMENT = 0;
/**
* Version String like <CODE>"<B>Xalan</B> <B>Language</B>
* v.r[.dd| <B>D</B>nn]"</CODE>.
* <P>Semantics of the version string are identical to the Xerces project.</P>
*/
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
+VERSION+"."+RELEASE+"."
+(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
: (""+MAINTENANCE));
}
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sourcesjar/org/apache/xalan/processor/XSLProcessorVersion.src
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/objects/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/axes/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html

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*/

// Proprietary, built in functions
/** current function string (Proprietary). */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java

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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/QueuedEvents.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/xsltc/compiler/XslAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/ElemDesc.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemForEach.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh.java
jar/org/apache/xalan/xslt/dom/NthIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Stylesheet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sk.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/XSLTC.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/ErrorMessages_pt_BR.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLMessages.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeProxy.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/StartsWithCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ElemContext.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/XPathProcessorException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/NodeCounterGenerator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_zh_TW.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_he.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionNamespaceSupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xslt/TransletException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/StringBufferPool.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/And.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToSAXHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ca.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorGlobalVariableDecl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/PredicatedNodeTest.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_tr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTemplateElement.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralElement.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AlternativePattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/Neg.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/NodeSet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/objects/XNull.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMErrorHandlerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/IncrementalSAXSource.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xml/processor/ProcessorNamespaceAlias.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceManager.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemNumber.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorGlobalParamDecl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/serialize/DOMSerializer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemIf.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/PositionCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ClonerToResultTree.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorGlobalParamDecl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/serialize/DOMSerializer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Template.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/PositionCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ParameterRef.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Template.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sk.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_en.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprWalker.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_sv.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XPATHErrorResources_zh_CN.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ValueOf.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Operators.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ParentLocationPath.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TreeWalker2Result.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnparsedEntityUriCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/BooleanCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/NameBase.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MultiDOM.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/CachedXPathAPI.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/KeyPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_tr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh_CN.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/RawCharacterHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/ObjectArray.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/BinOpExpr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ProcessingInstruction.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/DOMBuilder.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/SystemIDResolver.java
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jar/org/apache/xalan/transformer/XSLInfiniteLoopException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ko.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Mode.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/DOMSerializer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/TopLevelElement.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Copy.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncNumber.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ProcessorVersion.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ProcessorKey.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/FuncFormatNumb.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOM3SerializerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMErrorImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/Constants.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx3.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListener.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/ObjectFactory.java
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java/orca/xalan/templates/ElemLiteralResult.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/transformer/NodeSorter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/transformer/TransformState.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/xpath/operations/UnaryOperation.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/xpath/xsltc/runtime/ErrorMessages_cs.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/xsltc/dom/CollatorFactoryBase.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/orca/xalan/xsltc/Translet.java
```

jar/org/apache/xalan/res/XSLTErrorResources_ja.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/processor/ProcessorExsltFunction.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/res/XPATHErrorResources_ko.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/processor/ProcessorUnknown.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/xpath/domapi/XPathNamespaceImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/AbsolutePathPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/Variable.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/AttList.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/FilterExpr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/axes/ReverseAxesWalker.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/patterns/UnionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/res/XMLErrorResources_ja.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/XPathContext.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/Include.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ElemWithParam.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/dom/CurrentNodeListFilter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/MethodInfo.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/WhitespaceStrippingElementMatcher.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/Attribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/CopyOf.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/Attributes.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/axes/MatchPatternIterator.java
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jar/org/springframework.beans/Converters.java
* /opt/cola/permits/1110676122_1606843997.72/0/spring-beans-5-0-8-release-sources-1-
jar/org/springframework.beans/ExtendedBeanInfoFactory.java
* /opt/cola/permits/1110676122_1606843997.72/0/spring-beans-5-0-8-release-sources-1-
jar/org/springframework.beans/BeanInfoFactory.java
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* /opt/cola/permits/1110676122_1606843997.72/0/spring-beans-5-0-8-release-sources-1-jar/org/springframework/beans/factory/support/MethodOverride.java
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 * /opt/cola/permits/1110676122_1606843997.72/0/spring-beans-5-0-8-release-sources-1-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/python/grpcio/grpc/grpcio_interceptor.py
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/python/grpcio/grpc/_cython/_cygrpc/event.pxd.pxi
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/err/err.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/err/err.c
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 */

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/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/pem/pem_all.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/tls_record.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/samples/prime_tables.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/internal/gtest-param-util-generated.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/gtest-typed-test.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/gtest-tuple.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/src/gtest-typed-test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/include/gtest/gtest-typed-test-generated.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest-test-part_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest-typed-test2_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest-typed-test-generated.h

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/tls_gcc.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/sync_windows.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/udp_server.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/tcp_client_posix.cc

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1.12.1/src/core/ext/transport/chttp2/transport/frame_goaway.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/avl/avl.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/somgr/socket_utils_posix.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/sync_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/sync_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/src/core/lib/channel/channel_stack.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/transport/frame_ping.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/time_averaged_stats.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/cpu.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/time_posix.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/surface/init_secure.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/server/secure/server_secure_chttp2.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/wakeup_fd_posix.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/timer_generic.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/security/security_connector/security_connector.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/log_posix.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/server/secure/server_secure_chttp2.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/tcp_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/tcp_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/security/transport/http2_errors.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/security/transport/http2_errors.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/frame_ping.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/security/transport/tsi_error.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/wakeup_fd_posix.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/uri_parser.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/src/core/lib/iomgr/load_file.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/impl/codegen/atm_gcc_sync.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/network_status_tracker.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/status_conversion.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/debug/trace.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/load_file.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/json/json_writer.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/compression/message_compress.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/channel_stack_type.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/load_file.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/support/workaround_list.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/channel.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/transport.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/socket_utils_common_posix.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/ev_posix.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/security/transport/secure_endpoint.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/security/transport/secure_endpoint.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/socket_utils_common_posix.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/wakeup_fd_pipe.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/slice/slice_string_helpers.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/tsi/fake_transport_security.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/pollset_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/src/core/ext/transport/chttp2/transport/hpack_encoder.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/transport/frame_settings.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/time.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/iocp_windows.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/impl/codegen/atm_gcc_atomic.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/atm_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/filters/client_channel/client_channel_factory.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/iocp_windows.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/filters/client_channel/resolver_registry.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/atm_meta_data.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/filters/client_channel/resolver_registry.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/atm_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/impl/codegen/atm.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/impl/codegen/byte_buffer.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/include/grpc/support/impl/codegen/json.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/filters/client_channel/client_channel.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/iocp_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/pollset_set_windows.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/transport/channel_create.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/ext/transport/chttp2/client/insecure/channel_create.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/event_string.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/metadata.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/impl/codegen/status.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/security/credentials/jwt/jwt_verifier.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/timer_heap.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/support/port_platform.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/ev_epollsig_linux.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/slice/slice.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/channel/connected_channel.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/transport/chttp2/transport/frame_window_update.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/executor.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/transport/timeout_encoding.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/api_tracing.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/log.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/exec趸or.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/ssl_transport_security.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/log_linux.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/sockaddr_utils.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/config-win32.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/contrib/inflate9/inflate9.h
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  1.12.1/third_party/boringssl/crypto/test/test_util.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/ec/p256-64.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/ssl_key_share.cc
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  1.12.1/third_party/boringssl/crypto/cmac/cmac_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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// +build amd64,!gccgo,!appengine

// func cswap(inout *[5]uint64, v uint64)
TEXT ¬cswap(SB),7,$0
    MOVQ inout+0(FP),DI
    MOVQ v+8(FP),SI
    CMPQ SI,$1
    MOVQ 0(DI),SI
    MOVQ 80(DI),DX
    MOVQ 8(DI),CX
    MOVQ 88(DI),R8
    MOVQ SI,R9
    CMOVQEQ DX,SI
    CMOVQEQ R9,DX
    MOVQ CX,R9
    CMOVQEQ R8,CX
    CMOVQEQ R9,R8
    MOVQ SI,0(DI)
    MOVQ DX,80(DI)
    MOVQ CX,8(DI)
    MOVQ R8,88(DI)
    MOVQ 16(DI),SI
    MOVQ 96(DI),DX
    MOVQ 24(DI),CX
CMOVQ EQ R9,R8
MOVQ SI,64(DI)
MOVQ DX,144(DI)
MOVQ CX,72(DI)
MOVQ R8,152(DI)
MOVQ DI,AX
MOVQ SI,DX
RET

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/cares/cares/ares_getenv.c
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  1.12.1/third_party/cares/cares/ares_getenv.h
* /opt/cola/permits/1160881901_1620412826.6/o/grpcio-1-12-1-1-tar-gz/grpcio-
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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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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

*/

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*/
/** Signal that the call is cacheable. GRPC is free to use GET verb */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/cipher/e_aes.c

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/* Implementations are from the Public Domain C Library (PDCLib). */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/workarounds/workaround_cronet_compression_filter.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/client_channel/resolver/fake/fake_resolver.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/max_age/max_age_filter.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/handshaker/proto/altscontext.proto
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/handshaker/proto/handshaker.proto
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/service_config.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/workarounds/workaround_utils.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/message_size/message_size_filter.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/workarounds/workaround_cronet_compression_filter.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/handshaker/proto/transport_security_common.proto
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*
* Author: Emilia Kasper (emilia@openssl.org)
* Based on previous work by Bodo Moeller, Emilia Kasper, Adam Langley
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// CRYPTO_is_confidential_build returns one if the linked version of BoringSSL
// has been built with the BORINGSSL_CONFIDENTIAL define and zero otherwise.

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/crypto.h
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/* blast.c
   Copyright (C) 2003, 2012, 2013 Mark Adler
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   version 1.3, 24 Aug 2013 */
* blast.c decompresses data compressed by the PKWare Compression Library.
* This function provides functionality similar to the explode() function of
* the PKWare library, hence the name "blast".
*
* This decompressor is based on the excellent format description provided by
* Ben Rudiak-Gould in comp.compression on August 13, 2001. Interestingly, the
* example Ben provided in the post is incorrect. The distance 110001 should
* instead be 111000. When corrected, the example byte stream becomes:
*
* 00 04 82 24 25 8f 80 7f
*
* which decompresses to "AIAIAIAIAIAIA" (without the quotes).
*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/contrib/blast/blast.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/d1_pkt.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/dtls_record.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/minizip/unzip.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/address_sorting/include/address_sorting/address_sorting.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/address_sorting/address_sorting.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/address_sorting/address_sorting_internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/address_sorting/address_sorting_windows.c

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/* inffas8664.c is a hand tuned assembler version of inffast.c - fast decoding
* version for AMD64 on Windows using Microsoft C compiler
*
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*
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*
* 2005 - Adaptation to Microsoft C Compiler for AMD64 by Gilles Vollant
*
* inffas8664.c call function inffas8664fnc in inffasx64.asm
* inffasx64.asm is automatically convert from AMD64 portion of inffas86.c
*
* Dec-29-2003 -- I added AMD64 inflate asm support. This version is also
* slightly quicker on x86 systems because, instead of using rep movsb to copy
* data, it uses rep movsw, which moves data in 2-byte chunks instead of single
* bytes. I've tested the AMD64 code on a Fedora Core 1 + the x86_64 updates
* from http://fedora.linux.duke.edu/fc1_x86_64
* which is running on an Athlon 64 3000+ / Gigabyte GA-K8VT800M system with
* 1GB ram. The 64-bit version is about 4% faster than the 32-bit version,
* when decompressing mozilla-source-1.3.tar.gz.
*
* Mar-13-2003 -- Most of this is derived from inffast.S which is derived from
* the gcc -S output of zlib-1.2.0/inffast.c. Zlib-1.2.0 is in beta release at
* the moment. I have successfully compiled and tested this code with gcc2.96,
* gcc3.2, icc5.0, msvc6.0. It is very close to the speed of inffast.S
* compiled with gcc -DNO_MMX, but inffast.S is still faster on the P3 with MMX
* enabled. I will attempt to merge the MMX code into this version. Newer
* versions of this and inffast.S can be found at
* http://www.eetbeetee.com/zlib/ and http://www.charm.net/~christop/zlib/
*
* /*

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/contrib/masmx64/inffas8664.c
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/* inftree9.h -- header to use inftree9.c
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// +build amd64,!gccgo,!appengine

// These constants cannot be encoded in non-MOVQ immediates.
// We access them directly from memory instead.

DATA ·_121666_213(SB)/8, $996687872
GLOBL ·_121666_213(SB), 8, $8

DATA ·_2P0(SB)/8, 0xFFFFFFFFFFFFFD
GLOBL ·_2P0(SB), 8, $8
DATA . _2P1234(SB)/8, S0FFFFFFFFFFFFFE
GLOBL . _2P1234(SB), 8, $8

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/runner/curve25519/const_amd64.s
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/* uncompr.c -- decompress a memory buffer
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*/

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/census.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/ev_poll_posix.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/completion_queue.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/completion_queue.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/grpc.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/server.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/security/credentials/composite/composite_credentials.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/client_channel/resolver/sockaddr/sockaddr_resolver.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/crypto/x509v3/v3_sxnet.c
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  1.12.1/third_party/boringssl/crypto/x509v3/v3_info.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_xml_outfile1_test_cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_parse_txt_reply.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/asn1/time_support.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pem/pem_x509.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/nameser.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/transport/inproc/inproc_transport.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/compression/stream_compression_gzip.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/compression/stream_compression_gzip.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/include/grpc/support/sync_custom.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/sys_epollexclusive_available.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/gethostname_sysconf.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/socke...
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/channel/channel_trace.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/transport/inproc/inproc_plugin.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/iomgr/ev_epolllex_linux.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/x509_vfy.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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Version 1.1, February 14th, 2010
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/*
* puff.c
* Copyright (C) 2002-2013 Mark Adler
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* version 2.3, 21 Jan 2013
*
* puff.c is a simple inflate written to be an unambiguous way to specify the
* deflate format. It is not written for speed but rather simplicity. As a
* side benefit, this code might actually be useful when small code is more
* important than speed, such as bootstrap applications. For typical deflate
* data, zlib's inflate() is about four times as fast as puff(). zlib's
* inflate compiles to around 20K on my machine, whereas puff.c compiles to
* around 4K on my machine (a PowerPC using GNU cc). If the faster decode()
* function here is used, then puff() is only twice as slow as zlib's
* inflate().
* All dynamically allocated memory comes from the stack. The stack required
* is less than 2K bytes. This code is compatible with 16-bit int's and
* assumes that long's are at least 32 bits. puff.c uses the short data type,
* assumed to be 16 bits, for arrays in order to conserve memory. The code
* works whether integers are stored big endian or little endian.
*
* In the comments below are "Format notes" that describe the inflate process
* and document some of the less obvious aspects of the format. This source
* code is meant to supplement RFC 1951, which formally describes the deflate
* format:
* *
* http://www.zlib.org/rfc-deflate.html
*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/contrib/puff/puff.c
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_init.c
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/* infback.c -- inflate using a call-back interface
* Copyright (C) 1995-2016 Mark Adler
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*/
Found in path(s):
*/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/infback.c
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*===================================================================
*
* This product includes cryptographic software written by Eric Young
* (eay@cryptsoft.com). This product includes software written by Tim
* Hudson (tjh@cryptsoft.com).
*
*/
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*
* The elliptic curve binary polynomial software is originally written by
* Sheueling Chang Shantz and Douglas Stebila of Sun Microsystems
* Laboratories. */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/ec.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/simple.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/wnaf.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/ec.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/ct.c
No license file was found, but licenses were detected in source scan.

/* gzlib.c -- zlib functions common to reading and writing gzip files
* Copyright (C) 2004-2017 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/gzlib.c
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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/p256-x86_64-table.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest-unittest-api_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest-unittest-api_test.cc
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# Issuer: CN=GlobalSign Root CA O=GlobalSign nv-sa OU=Root CA
# Subject: CN=GlobalSign Root CA O=GlobalSign nv-sa OU=Root CA
# Label: "GlobalSign Root CA"
# Serial: 4835703278459707669005204
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# Label: "Entrust.net Premium 2048 Secure Server CA"
# Serial: 946069240
# SHA256 Fingerprint:

--BEGIN CERTIFICATE-----
MIIEKjCCAxKgAwIBAgIEOGPe+DABgqkgkhh9g0BAQUFADBbaMQswCQYDVQQGEwJJ
MiItMCAGA1UEAxMZQmFsdGltb3JlIEN5YmVyVHJ1c3QmB0MwDQYJKoZIhvcNAQEF
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u/872rg5yXkTJ7zwDLWw8w0BQgZGw9f4vQrgnpv55gcR5mTNXuhKwqequiv
-----END CERTIFICATE-----

# Issuer: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Subject: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Label: "Baltimore CyberTrust Root"
# Serial: 33554617
# SHA256 Fingerprint:

--BEGIN CERTIFICATE-----
MIIDdzCCAl+gAwIBAgIEAgAAuTANBgkqhkiG9w0BAQUFADBbaMQswCQYDVQQGEwJJ
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-----END CERTIFICATE-----

---END CERTIFICATE-----

# Issuer: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Subject: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Label: "Baltimore CyberTrust Root"
# Serial: 33554617
# SHA256 Fingerprint:

--BEGIN CERTIFICATE-----
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-----END CERTIFICATE-----

---END CERTIFICATE-----
Open Source Used in Cisco Nexus Dashboard Insights 6.1.1  14030
-----BEGIN CERTIFICATE-----
MIIDTDCCAjSgAwIBAgIId3cGlYapsXzwDQYJKoZIhvcNAQELBQAwRDELMAkGA1UEBhMCVVVMxFDASBgNVBAoMC0FmZmlybVRydXN0MR8wHQYDVQQDBBZBZmZpcm1UcnVzdCBCd2h2lZJjaaWFSiM8bM4XDTExMwUTMzTE0MDYwNl0owDRELMACGAKaUEBhMCVVVMxFDASBgNVBAoMC0FmZmlybVRydXN0MR8wHQYDVQQDBBZBZmZpcm1UcnVzdCBoIwJG4wOwEBMA0GCSqGSIb3DQEB/wQIgA +=
-----END CERTIFICATE-----

# Issuer: CN=AffirmTrust Networking O=AffirmTrust
# Subject: CN=AffirmTrust Networking O=AffirmTrust
# Label: "AffirmTrust Networking"
# Serial: 895378252475
-----BEGIN CERTIFICATE-----
MIIDTDCCAjSgAwIBAgIIfE8EORzUmS0wDQYJKoZIhvcNAQEFBQAwRDELMAkGA1UEBhMCVVVMxFDASBagNVBoAC0M0FmZmlybVRydXN0MR8wHQYDVQQDBBZBZmZpcm1UcnVzdCBCd2h2lZJjaaWFSiM8bM4XDTExMwUTMzTE0MDYwNl0owDRELMACGAKaUEBhMCVVVMxFDASBagNVBoAC0M0FmZmlybVRydXN0MR8wHQYDVQQDBBZBZmZpcm1UcnVzdCBoIwJG4wOwEBMA0GCSqGSIb3DQEB/wQIgA +=
-----END CERTIFICATE-----
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---END CERTIFICATE-----

# Issuer: CN=Hellenic Academic and Research Institutions RootCA 2011 O=Hellenic Academic and Research Institutions Cert. Authority
# Subject: CN=Hellenic Academic and Research Institutions RootCA 2011 O=Hellenic Academic and Research Institutions Cert. Authority
# Label: "Hellenic Academic and Research Institutions RootCA 2011"
# Serial: 0
---BEGIN CERTIFICATE-----

# Issuer: CN=Actalis Authentication Root CA O=Actalis S.p.A./03358520967
# Subject: CN=Actalis Authentication Root CA O=Actalis S.p.A./03358520967
# Label: "Actalis Authentication Root CA"

---END CERTIFICATE-----
# SHA1 Fingerprint: 14076
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
MIICRjCCAc2gAwIBAgIQC6Fa+h3foLVJRK/NJKBs7DAKBggqhkjOPQDQABzBMIQsw
CQYDVQQGEwJVUzEVMBMGA1UEChMMRGlnaUNlcnQsSW5jMRkwFwYDVQQQExB3d3cu
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UzEVMBMGA1UEChMMRGlnaUNlcnQsSW5jMRkwFwYDVQQQExB3d3cuZGlmaWNlc0Qu
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AwNnADBkAjAlPFAMAAS3SV0T8gi43DyDLefInwz5FyY5ZEJJZVrmDxxDnOOIY
JjZ91e0QjhcCMHzHu2/UAw5WjOpnntqMT7mzTH0QK QeFRO3aRuksyv1vUHzScv
6pZjamVFkpuIBA==
-----END CERTIFICATE-----

# Issuer: CN=DigiCert Global Root G2, OU=www.digicert.com
# Subject: CN=DigiCert Global Root G2, OU=www.digicert.com
# Label: "DigiCert Global Root G2"
# Serial: 4293745400469753785348795053202225341
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
MIIDjjCCAnagAwIBAgIQAzrx5qcRqaC7KGSXhQhn65TANBkgqikh9Gw0BAQFsFADbh
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-----END CERTIFICATE-----
# Issuer: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Label: "GlobalSign ECC Root CA - R5"
# Serial: 327857920999905702266806980811560947931244

-----BEGIN CERTIFICATE-----
MIICHjCCAaSgAwIBAgIRYFlJ4CYyuu1X5CneKcf1K2GwwCgYIKoZIzj0Jzj0EAwMwUDEk
MCIGA1UEExMxMrB2xvYymFtsU2lhiBFQ0MgUm9vdCBDQSaAf11MRwMkEQDQQEKKwH
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bG9iYWxTaWduMD4wMDExMDAwMDAwMB4XDTEyMzAxMDAwMDAwMFowUDEkMDA3MDE2MDAwMDAw
MIHYwEAYHKoZIzj0ICAQYFK4EEACIDYgAER0UOlvt9Xb/pOdEh+J8Llt7Hpi6SFkce
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xwy8p2Fp8c74SrL+SvzZpA3
-----END CERTIFICATE-----

### Plugins

# Issuer: CN=Staat der Nederlanden Root CA - G3 O=Staat der Nederlanden
# Subject: CN=Staat der Nederlanden Root CA - G3 O=Staat der Nederlanden
# Label: "Staat der Nederlanden Root CA - G3"
# Serial: 327857920999905702266806980811560947931244

-----BEGIN CERTIFICATE-----
MIIFdDCCA1ygAwIBAgIEAJiiOTANBgkqhkiG9w0BAQsFADBAMQswCQYDVQQGEwJO
TDEeMwgaA1UECgwU3rhYXQgZGVybE5IZGVybGFuZGVyZ3MsSwkQYDVQQDEwQDCjCjzGh
dBkZXIgUmVxJXJwY2FwOm9vdCBDQSAAf11EzMB4XDTEzMTExNDE3MjQ6MLOx
DTI4MTEzMDAwMDAwMDAwMDAwMDAwMDAwMDAwMB4XDTEyMzAxMDAwMDAwMFowUDEkMDA3MDE2MDAwMDAw
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-----END CERTIFICATE-----
# Issuer: CN=OISTE WISEKey Global Root GB CA O=WISEKey OU=OISTE Foundation Endorsed
# Subject: CN=OISTE WISEKey Global Root GB CA O=WISEKey OU=OISTE Foundation Endorsed
# Label: "OISTE WISEKey Global Root GB CA"
# Serial: 1577685956158844422159278966750757568

BEGIN CERTIFICATE
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END CERTIFICATE

# Issuer: CN=SZAFIR ROOT CA2 O=Krajowa Izba Rozliczeniowa S.A.
# Subject: CN=SZAFIR ROOT CA2 O=Krajowa Izba Rozliczeniowa S.A.
# Label: "SZAFIR ROOT CA2"
# Serial: 3570430476718691421277344587386743377558296292

BEGIN CERTIFICATE
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END CERTIFICATE

---END CERTIFICATE-----
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# Issuer: CN=Certplus Root CA G2 O=Certplus
# Subject: CN=Certplus Root CA G2 O=Certplus
# Label: "Certplus Root CA G2"

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Label: "OpenTrust Root CA G2"
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Cn=OpenTrust Root CA G2 O=OpenTrust
Cn=OpenTrust Root CA G2
Serial: 1492104908271485653071203186417112735414
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# Issuer: CN=Amazon Root CA 3 O=Amazon
# Subject: CN=Amazon Root CA 3 O=Amazon
# Label: "Amazon Root CA 3"
# Serial: 143266986699090766294700635381230934788665930
# MD5 Fingerprint: 81:87
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# Issuer: CN=Amazon Root CA 4 O=Amazon
# Subject: CN=Amazon Root CA 4 O=Amazon
# Label: "Amazon Root CA 4"
# Serial: 1432669897580807639741052006306736877849284878

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14098
# SHA256 Fingerprint:
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# Issuer: CN=LuxTrust Global Root O=LuxTrust S.A.
# Subject: CN=LuxTrust Global Root O=LuxTrust S.A.
# Label: "LuxTrust Global Root 2"
# Serial: 599143382257341723941058376788110305822489521
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-----END CERTIFICATE-----

# Issuer: CN=TrustCor ECA-1 O=TrustCor Systems S. de R.L. OU=TrustCor Certificate Authority
# Subject: CN=TrustCor ECA-1 O=TrustCor Systems S. de R.L. OU=TrustCor Certificate Authority
# Label: "TrustCor ECA-1"
# Serial: 95482496988629584
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Open Source Used in Cisco Nexus Dashboard Insights 6.1.1 14103
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79qGn5Xn67eVoT1s6aLe/g9Pqemc9YNmeJuYeV6OLk7K4K9srrJpPjESdOFSz
/bdoyNrtGj1E8svuR3Bznm3htw1yj+SrrIfKl4+esUrMzDBeClO5sgYAsOCsp0FvmXt
llh9dD7CCTuee5W7/RSpxCdxgTwpW8d74a8CLxksRspGPKAcTNZETf4uXBvMEmCe
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mKvX01QT2Wdz9UmT/tx7iASjb5s7V7FFy6GsdqnC+w==
-----END CERTIFICATE-----
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  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/ctr.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/ofb.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/gcm.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/gcm_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/cbc.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/modes/cfb.c
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/* "grpc/_cython/cygrpc.pyx":1 */
* # Copyright 2015 gRPC authors.      # <<<<<<<<<<<<<<
* #
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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/python/grpcio/grpc/_cython/cygrpc.cpp

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/* unzip.c -- IO for uncompress .zip files using zlib
   Version 1.1, February 14h, 2010
   part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

   Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

   Modifications of Unzip for Zip64
   Copyright (C) 2007-2008 Even Rouault

   Modifications for Zip64 support on both zip and unzip
   Copyright (C) 2009-2010 Mathias Svensson ( http://result42.com )

   For more info read MiniZip_info.txt

------------------------------------------------------------------------------------
Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of
compatibility with older software. The following is from the original crypt.c.

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See the accompanying file LICENSE, version 2000-Apr-09 or later
(the contents of which are also included in zip.h) for terms of use.
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also may be found at:  ftp://ftp.info-zip.org/pub/infozip/license.html

crypt.c (full version) by Info-ZIP.      Last revised:  [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the
non-echoing password parts) were originally written in Europe.  The
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(Prior to January 2000, re-export from the US was a violation of US law.)

   This encryption code is a direct transcription of the algorithm from
   Roger Schlafly, described by Phil Katz in the file appnote.txt.  This
   file (appnote.txt) is distributed with the PKZIP program (even in the
   version without encryption capabilities).

------------------------------------------------------------------------------------
Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos
2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
2007-2008 - Even Rouault - Remove old C style function prototypes
2007-2008 - Even Rouault - Add unzip support for ZIP64

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Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G
should only read the compressed/uncompressed size from the Zip64 format if
the size from normal header was 0xFFFFFFFF
Oct-2009 - Mathias Svensson - Applied some bug fixes from patches received from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression method BZIP2 (bzip2 lib is required)

Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

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*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/minizip/unzip.c
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1.12.1/third_party/boringssl/ssl/ssl_lib.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1.tar.gz/grpcio-
1.12.1/third_party/boringssl/ssl_cipher.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509/x509_obj.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/bn/shift.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/hmac/hmac.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/sha.sh
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/asn1/tasn_utl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/cast.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/digest/digests.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/asn1/a_mbstr.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/fipsmodule/bn/cmp.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509_att.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509_crl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509rset.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x_all.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/bio/connect.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509rset.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x_name.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/algorithm.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x509_v3.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/fipsmodule/des/des.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/fipsmodule/digest/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/x509/x_crl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/include/openssl/hmac.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/asn1/a_utf8.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_catch_exceptions_test.py

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/scripts/fuse_gmock_files.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_color_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_break_on_failure_unittest.py

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/*
 *
 * IP-address/hostname to country converter.
 *
 * Problem; you want to know where IP a.b.c.d is located.
 * Use ares_gethostbyname ("d.c.b.a.zz.countries.nerd.dk")
 * and get the CNAME (host->h_name). Result will be:
 * CNAME = zz<CC>.countries.nerd.dk with address 127.0.x.y (ver 1) or
 * CNAME = <a.b.c.d>.zz.countries.nerd.dk with address 127.0.x.y (ver 2)
 *
 * The 2 letter country code is in <CC> and the ISO-3166 country
 * number is in x.y (number = x*256 + y). Version 2 of the protocol is missing
 * the <CC> number.
 *
 * Ref: http://countries.nerd.dk/more.html
 *
 * Written by G. Vanem <gvanem@yahoo.no> 2006, 2007
 *
 * NB! This program may not be big-endian aware.
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  1.12.1/third_party/boringssl/crypto/x509v3/v3_cpols.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/pcy_int.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/pcy_tree.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pem/pem_info.c
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   */opt/cola/permits/1160881901_1620412826.60/grpcio-1.12.1-1.tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/v3_crl.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/include/openssl/bn.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/client/http_client_filter.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/dsa.h
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  1.12.1/third_party/boringssl/crypto/x509v3/v3_pci.c
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  1.12.1/third_party/boringssl/crypto/x509v3/v3_pcia.c

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  1.12.1/third_party/zlib/contrib/inftree9/inftree9.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/rand_extra/windows.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/test_config.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/base64/base64_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/rand/urandom.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/cipher_extra/e_chacha20poly1305.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/safestack.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/hkdf.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/lhash/lhash_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/bio/socket_helper.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/bio/bio_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/bytestring/ber.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/bio/test_config.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/custom_extensions.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/async_bio.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/engine/engine.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/cipher_extra/aead_test.cc
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/* gun.c -- simple gunzip to give an example of the use of inflateBack()
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    Version 1.7 12 August 2012 Mark Adler */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_shuffle_test.py

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_ncons.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1.tar-gz/grpcio-1.12.1/src/core/ext/filters/load_reporting/server_load_reporting_plugin.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1.tar-gz/grpcio-1.12.1/src/core/lib/security/credentials/jwt/jwt_credentials.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1.tar-gz/grpcio-1.12.1/src/core/lib/iomgr/pollset_uv.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1.tar-gz/grpcio-1.12.1/src/core/lib/channel/channel_stack_builder.h

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/channel/handshaker.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/client_channel/lb_policy/grpclb/load_balancer_api.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/backoff/backoff.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/surface/lame_client.h

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/decrepit/cfb/cfb_test.cc
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/* crc32.c -- compute the CRC-32 of a data stream
 * For conditions of distribution and use, see copyright notice in zlib.h
 *
 * Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
 * CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
 * tables for updating the shift register in one step with three exclusive-ors
 *instead of four steps with four exclusive-ors. This results in about a
 *factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
 */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/crc32.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/bot/extract.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/vs_env.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/generate-asm-lcov.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/generate_build_files.py
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/* infcover.c -- test zlib's inflate routines with full code coverage
 * Copyright (C) 2011, 2016 Mark Adler
 * For conditions of distribution and use, see copyright notice in zlib.h
 */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/test/infcover.c
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/* infback9.h -- header for using inflateBack9 functions
 * Copyright (C) 2003 Mark Adler
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 */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/infback9/infback9.h
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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/fiat/external.h
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Metadata-Version: 1.1
Name: grpcio
Version: 1.12.1
Summary: HTTP/2-based RPC framework
Home-page: https://grpc.io
Author: The gRPC Authors
Author-email: grpc-io@googlegroups.com
License: Apache License 2.0
Description-Content-Type: UNKNOWN
Description: gRPC Python

Package for gRPC Python.

Installation

----------

gRPC Python is available for Linux, macOS, and Windows.

From PyPI

~~~~~~~

If you are installing locally...
$ pip install grpcio

Else system wide (on Ubuntu)...

$ sudo pip install grpcio

If you're on Windows make sure that you installed the `pip.exe` component when you installed Python (if not go back and install it!) then invoke:

$ pip.exe install grpcio

Windows users may need to invoke `pip.exe` from a command line ran as administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of `pip` to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest version!

From Source
~~~~~~~~~~~~

Building from source requires that you have the Python headers (usually a package named `python-dev`).

$ export REPO_ROOT=grpc  # REPO_ROOT can be any directory of your choice
$ cd $REPO_ROOT
$ git submodule update --init

# For the next two commands do `sudo pip install` if you get permission-denied errors
$ pip install -rrequirements.txt
$ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .

You cannot currently install Python from source on Windows. Things might work out for you in MSYS2 (follow the Linux instructions), but it isn't officially supported at the moment.

Troubleshooting
~~~~~~~~~~~~~~~
Help, I...

* *** see a** code:`pkg_resources.VersionConflict` ***when I try to install grpc**

This is likely because code:`pip` doesn't own the offending dependency, which in turn is likely because your operating system's package manager owns it. You'll need to force the installation of the dependency:

```bash
code:`pip install --ignore-installed $OFFENDING_DEPENDENCY`
```

For example, if you get an error like the following:

::

    Traceback (most recent call last):
    File "<string>", line 17, in <module>
    ...
    File "/usr/lib/python2.7/dist-packages/pkg_resources.py", line 509, in find
        raise VersionConflict(dist, req)
    pkg_resources.VersionConflict: (six 1.8.0 (/usr/lib/python2.7/dist-packages), Requirement.parse('six>=1.10'))

You can fix it by doing:

::

    sudo pip install --ignore-installed six

* *** see the following error on some platforms**

::

    /tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
    #include "Python.h"
    ^
    compilation terminated.

You can fix it by installing `python-dev` package. i.e

::

    sudo apt-get install python-dev

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
/* puff.h
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version 2.3, 21 Jan 2013

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  1.12.1/src/python/grpcio/grpcio.egg-info/PKG-INFO
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/PKG-INFO
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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/filters/client_channel/resolver/dns/c_ares/grpc_areas_wrapper_fallback.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/slice/slice_weak_hash_table.h

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/* gzjoin -- command to join gzip files into one gzip file

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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/examples/gzjoin.c
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  1.12.1/third_party/boringssl/include/openssl/arm_arch.h
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/* gzappend -- command to append to a gzip file

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/third_party/boringssl/cryptox509v3/ext_dat.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/cryptox509v3/v3_purp.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/cryptox509v3/v3_name_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/security/credentials/alts/alts_crypter.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/zero_copy_frame_protector/alts_grpc_integrity_only_record_protocol.h

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1.12.1/src/core/lib/security/credentials/alts/grpc_alts_credentials_options.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/iomgr/pollset_set.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/lib/security/credentials/alts/grpc_alts_credentials_client_options.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/src/core/tsi/alts/frame_protector/alts_frame_protector.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/src/core/lib/security/credentials/alts/grpc_alts_credentials_options.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/pcy_cache.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/pcy_node.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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*/
// version.

/* zran.c -- example of zlib/gzip stream indexing and random access
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 * Version 1.1 29 Sep 2012 Mark Adler */

/* zlib/gzip stream indexing and random access
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/* gzread.c -- zlib functions for reading gzip files
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 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/gzread.c

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  1.12.1/third_party/boringssl/crypto/x509/x_x509a.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_extku.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_prn.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_akey.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pkcs8/pkcs8.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_enum.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_skey.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509_trs.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509spki.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_akeyya.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_bcons.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_pku.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/pkcs8.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pkcs8/p5_pbev2.c
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/* adler32.c -- compute the Adler-32 checksum of a data stream
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 */

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 * version 2.3, 21 Jan 2013
 */

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1.12.1/third_party/boringssl/ssl/handshake.cc
/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/dsa/dsa_asn1.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/aes/aes.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/third_party/googletest/test/gtest_filter_unittest.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_filter_unittest.py

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/* minigzip.c -- simulate gzip using the zlib compression library
 * Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
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 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/gzclose.c
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  1.12.1/third_party/boringssl/crypto/fipsmodule/ecdsa/ecdsa.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/ecdsa_extra/ecdsa_asn1.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/ecdsa/ecdsa_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/ecdsa.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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 * Version 1.1  25 November 2004  Mark Adler */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/examples/fitblk.c
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// Inspired by Daniel J. Bernstein's public domain nistp224 implementation
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/* inffas86.c is a hand tuned assembler version of
 *
 * inffast.c -- fast decoding
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 *
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 *
 * Dec-29-2003 -- I added AMD64 inflate asm support. This version is also
 * slightly quicker on x86 systems because, instead of using rep movsb to copy
 * data, it uses rep movsw, which moves data in 2-byte chunks instead of single
 * bytes. I've tested the AMD64 code on a Fedora Core 1 + the x86_64 updates
 * from http://fedora.linux.duke.edu/fc1_x86_64
 */

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which is running on an Athlon 64 3000+ / Gigabyte GA-K8VT800M system with 1GB ram. The 64-bit version is about 4% faster than the 32-bit version, when decompressing mozilla-source-1.3.tar.gz.

* Mar-13-2003 -- Most of this is derived from inffast.S which is derived from the gcc -S output of zlib-1.2.0/inffast.c. Zlib-1.2.0 is in beta release at the moment. I have successfully compiled and tested this code with gcc2.96, gcc3.2, icc5.0, msvc6.0. It is very close to the speed of inffast.S compiled with gcc -DNO_MMX, but inffast.S is still faster on the P3 with MMX enabled. I will attempt to merge the MMX code into this version. Newer versions of this and inffast.S can be found at http://www.eetbeetee.com/zlib/ and http://www.charm.net/~christop/zlib/

*/

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THE BASIC LIBRARY FUNCTIONS

-----------------------------

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

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  jar/springfox/documentation/swagger2/mappers/SerializableParameterFactories.java
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```
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Metadata-Version: 1.1
Name: f5-icontrol-rest
Version: 1.3.13
Summary: F5 BIG-IP iControl REST API client
Home-page: https://github.com/F5Networks/f5-icontrol-rest-python
Author: F5 Networks
Author-email: f5-icontrol-rest-python@f5.com
License: Apache License, Version 2.0
Description: UNKNOWN
Keywords: F5,icontrol,rest,api,bigip
Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
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f5-icontrol-rest-python
=======================================

|Build Status| |Documentation Status| |slack badge|

Introduction
-----------

This generic python library allows programs and other modules to interact with the BIG-IP® iControl® REST API.

**If you want to use python to automate BIG-IP® devices via the REST API, use the F5 SDK** (`F5Networks/f5-common-python <https://github.com/F5Networks/f5-common-python>`_).

Installation
-----------

Using Pip
--------

.. code:: bash

    $ pip install f5-icontrol-rest
Installing directly from GitHub

**NOTE:** The example below installs the package at release v0.1.0. Omitting the version number will install the package from the current state of the default branch.

```shell
$ pip install git+ssh://git@github.com/F5Networks/f5-icontrol-rest@v0.1.0`
```

Configuration
-------------

N/A

Usage
-----

```python
from icontrol.session import iControlRESTSession
icr_session = iControlRESTSession('myuser', 'mypass')
icr_session.get('https://bigip.example.com/mgmt/tm/ltm/nat', name='mynat', partition='Common')
```

Documentation
-------------

See `Documentation <http://icontrol.readthedocs.org>`_.

For Developers:
-----------------

Filing Issues
-------------

If you find an issue we would love to hear about it. Please let us know by filing an issue in this repository and tell us as much as you can about what you found and how you found it.

Contributing
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To make a PyPI package:

```bash
$ python setup.py sdist
```

Test

Before you open a pull request, your code must have passing `pytest <http://pytest.org>`_ unit tests. In addition, you should include a set of functional tests written to use a real BIG-IP® for testing. Information on how to run our set of tests is included below.

Unit Tests

We use pytest for our unit tests.

1. If you haven't already, install the required test packages listed in requirements.test.txt in your virtual environment.

   ```bash
   $ pip install -r requirements.test.txt
   ```

2. Run the tests and produce a coverage report. The `--cov-report=html` will create a `htmlcov/` directory that you can view in your browser to see the missing lines of code.

   ```bash
   $ py.test --cov ./icontrol --cov-report=html
   $ open htmlcov/index.html
   ```

Style Checks

We use the hacking module for our style checks (installed as part of step 1 in the Unit Test section).

```bash
$ flake8 ./
```
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* /opt/cola/permits/1166302200_1621381526.83/0/f5-icontrol-rest-1.3.13-tar-gz/f5-icontrol-rest-1.3.13/README.rst
1.1605 queue 1.1.0

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1.1606 commons-fileupload 1.3.1

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1.1607 hashery 2.1.2

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Eclipse

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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

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

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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

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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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

-----
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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
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- web-fragment_3_0.xsd
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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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1.1636 simpleclient-hotspot 0.6.0
1.1636.1 Available under license:
   Apache-2.0

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2.2.9.RELEASE
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1.1638 aspect-j 1.9.7

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1.1639 json-schema-core 1.2.14

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## Fabio Di Fabio

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

## Randy Watler

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

## Matt Bishop

* OSGi support for Maven (now deprecated).

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1.1646 esapi 2.1.0.1

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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author kevin.w.wall@gmail.com
 * @created 2007
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Found in path(s):
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Found in path(s):
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// Because attribute values may be confidential, we don't want to log them!

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 * @author Pawan Singh (pawan.singh@owasp.org) <a href="www.owasp.org">OWASP</a>
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Found in path(s):
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/Encoder.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/AccessController.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/EncryptedProperties.java

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 * @author Matt Seil (mseil@owasp.org)
 * @created 2017
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 * @author Jeff Williams (jeff.williams@aspectsecurity.com) <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/AbstractCharacterCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/codecs/AbstractIntegerCodec.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 */

/**
 * An IntrusionException should be thrown anytime an error condition arises that is likely to be the result of an attack
 * in progress. IntrusionExceptions are handled specially by the IntrusionDetector, which is equipped to respond by
 * either specially logging the event, logging out the current user, or invalidating the current user's account.
 * <p>
 * Unlike other exceptions in the ESAPI, the IntrusionException is a RuntimeException so that it can be thrown from
 * anywhere and will not require a lot of special exception handling.
 *
 * @author Jeff Williams (jeff.williams@aspectsecurity.com)
 */

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
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 * @author     Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created    February 6, 2009
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/configuration/ConfigurationParser.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/DetectOutboundContentRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/RestrictUserAgentRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/actions/BlockAction.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/actions/DefaultAction.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/internal/InterceptingPrintWriter.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/internal/InterceptingServletOutputStream.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/AddHTTPOnlyFlagRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/configuration/AppGuardianConfiguration.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/AddHeaderRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/HTTPMethodRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/IPRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/ConfigurationException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/RestrictContentTypeRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/SimpleVirtualPatchRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/AuthenticatedRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/ReplaceContentRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/internal/InterceptingServletOutputStream.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/internal/InterceptingHttpServletRequest.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/waf/rules/AddSecureFlagRule.java
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 * @created 2007
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/errors/EnterpriseSecurityRuntimeException.java

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 * @created 2017
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 * @author Jim Manico (jim@manico.net) <a href="http://www.manico.net">Manico.net</a>
 * *
 * @created 2007
 */

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 * @author Rogan Dawes <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2008
Found in path(s):
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* @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>

* @created 2007

*/

/**
 * Return a { code List} of strings of combined cipher modes that support
 * <b>both</b> confidentiality and authenticity. These would be preferred
 * cipher modes to use if your JCE provider supports them. If such a
 * cipher mode is used, no explicit <i>separate</i> MAC is calculated as part of
 * the { code CipherText} object upon encryption nor is any attempt made
 * to verify the same on decryption.
 * 
 * The list is taken from the comma-separated list of cipher modes specified
 * by the ESAPI property
 * { code Encryptor.cipher_modes.combined_modes}.

 * @return The parsed list of comma-separated cipher modes if the property
 * was specified in { code ESAPI.properties}; otherwise the empty list is
 * returned.
 * */

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
jar/org/owasp/esapi/SecurityConfiguration.java

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

/**
 * The method is ESAPI's Key Derivation Function (KDF) that computes a
 * derived key from the { code keyDerivationKey} for either
 * encryption / decryption or for authentication.
 * 
 * CAUTION: If this algorithm for computing derived keys from the
 * key derivation key is changed, we risk breaking backward compatibility of being
 * able to decrypt data previously encrypted with earlier / different versions
 * of this method. Therefore, do not change this unless you are 100% certain that
 * what you are doing will NOT change either of the derived keys for
 * ANY "key derivation key" AT ALL!!!
This method is generally not intended to be called separately.
It is used by ESAPI's reference crypto implementation class [@code JavaEncryptor]
and might be useful for someone implementing their own replacement class, but
generally it is not something that is useful to application client code.

@<param keyDerivationKey A key used as an input to a key derivation function
* to derive other keys. This is the key that generally
* is created using some key generation mechanism such as
* [link CryptoHelper#generateSecretKey(String, int)]. The
* "input" key from which the other keys are derived.
* The derived key will have the same algorithm type
* as this key. This KDK cannot be null.
* @param keySize The cipher's key size (in bits) for the [@code keyDerivationKey].
* Must have a minimum size of 56 bits and be an integral multiple of 8-bits.
* @param purpose The purpose for the derived key. For the ESAPI reference implementation,
* [code JavaEncryptor], this <i>must</i> be either the string "encryption" or
* "authenticity", where "encryption" is used for creating a derived key to use
* for confidentiality, and "authenticity" is used for creating a derived key to
* use with a MAC to ensure message authenticity. However, since parameter serves
* the same purpose as the "Label" in section 5.1 of NIST SP 800-108, it really can
* be set to anything other than [code null] or an empty string when called outside
* of [code JavaEncryptor].
* @return The derived [@code SecretKey] to be used according
* to the specified purpose.
* @throws NoSuchAlgorithmException The [@code keyDerivationKey] has an unsupported
* encryption algorithm or no current JCE provider supports
* "HmacSHA1".
* @throws EncryptionException If "UTF-8" is not supported as an encoding, then
* this is thrown with the original [@code UnsupportedEncodingException]
* as the cause. (NOTE: This should never happen as "UTF-8" is supposed to
* be a common encoding supported by all Java implementations. Support
* for it is usually in rt.jar.)
* @throws InvalidKeyException Likely indicates a coding error. Should not happen.
* @throws EncryptionException  Throw for some precondition violations.
*/
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 *
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/IntrusionDetector.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ValidationException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AvailabilityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/IntegrityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationAccountsException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AccessControlException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/CertificateException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/MySQLCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EncodingException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/WindowsCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/BaseValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/IntegerValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/LegacyHTMLEntityCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EncryptionException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ValidationAvailabilityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/DateValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationLoginException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/filters/SecurityWrapper.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/NumberValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/HTMLValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/EnterpriseSecurityException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/crypto/DefaultEncryptedProperties.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationCredentialsException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/validation/StringValidationRule.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/JavaScriptCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ExecutorException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/IntegerAccessReferenceMap.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/VBScriptCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/User.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/ValidationUploadException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/StringUtilities.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/DefaultEncoder.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/errors/AuthenticationHostException.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/Codec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/PercentCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/codecs/UnixCodec.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/Randomizer.java
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 *
 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @author kevin.w.wall@gmail.com
 * @created 2007
 */

// Using cipher mode that supports *both* confidentiality *and* authenticity? If so, then
// If we are using a "preferred" cipher mode--i.e., one that supports *both* confidentiality and

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4.jar/org/owasp/esapi/reference/crypto/JavaEncryptor.java

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/**
 * Encodes and decodes to and from Base64 notation.
 *
 * Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>
 * (based on version 2.2.2).
 *
 * The <tt>options</tt> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
* `encodeBytes(bytes, options)` the options parameter can be used to indicate such things as first gzipping the bytes before encoding them, not inserting linefeeds (though that breaks strict Base64 compatibility), and encoding using the URL-safe and Ordered dialects.

* The constants defined in Base64 can be OR-ed together to combine options, so you might make a call like this:

  ```java
  String encoded = Base64.encodeBytes(mybytes, Base64.GZIP | Base64.DONT_BREAK_LINES);
  ```

* to compress the data before encoding it and then making the output have no newline characters.

Original change Log:

* v2.2.2 - Fixed encodeToFile and decodeToFile to use the Base64.InputStream class to encode and decode on the fly which uses less memory than encoding/decoding an entire file into memory before writing.

* v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug when using very small files (~< 40 bytes).

* v2.2 - Added some helper methods for encoding/decoding directly from one file to the next. Also added a main() method to support command line encoding/decoding from one file to the next. Also added these Base64 dialects:

  * `URLENCODED_FORMAT`
  * The default is RFC3548 format.
  * Calling `Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT)` generates URL and file name friendly format as described in Section 4 of RFC3548.
  * [http://www.faqs.org/rfcs/rfc3548.html](http://www.faqs.org/rfcs/rfc3548.html)

* Calling `Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT)` generates URL and file name friendly format that preserves lexical ordering as described in [http://www.faqs.org/qa/rfc-1940.html](http://www.faqs.org/qa/rfc-1940.html)

* Special thanks to Jim Kellerman at [http://www.powerset.com/](http://www.powerset.com/) for contributing the new Base64 dialects.

* v2.1 - Cleaned up javadoc comments and unused variables and methods. Added some convenience methods for reading and writing to and from files.

* v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems with other encodings (like EBCDIC).

* v2.0.1 - Fixed an error when decoding a single byte, that is, when the encoded data was a single byte.

* v2.0 - I got rid of methods that used booleans to set options.

Now everything is more consolidated and cleaner. The code now detects when data that’s being decoded is gzip-compressed and will decompress it...
* automatically. Generally things are cleaner. You’ll probably have to
* change some method calls that you were making to support the new
* options format (<tt>int</tt>s that you "OR" together).</li>
* <li>v1.5.1 - Fixed bug when decompressing and decoding to a
* byte[] using <tt>decode( String s, boolean gzipCompressed )</tt>.
* Added the ability to "suspend" encoding in the Output Stream so
* you can turn on and off the encoding if you need to embed base64
* data in an otherwise "normal" stream (like an XML file).</li>
* <li>v1.5 - Output stream passes on flush() command but doesn’t do anything itself.
* This helps when using GZIP streams.
* Added the ability to GZip-compress objects before encoding them.</li>
* <li>v1.4 - Added helper methods to read/write files.</li>
* <li>v1.3.6 - Fixed OutputStream.flush() so that ‘position’ is reset.</li>
* <li>v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream
* where last buffer being read, if not completely full, was not returned.</li>
* <li>v1.3.4 - Fixed when “improperly padded stream” error was thrown at the wrong time.</li>
* <li>v1.3.3 - Fixed I/O streams which were totally messed up.</li>
* </ul>
* *
* <p>
* I am placing this code in the Public Domain. Do with it as you will.
* This software comes with no guarantees or warranties but with
* plenty of well-wishing instead!
* Please visit <a href="http://iharder.net/base64">http://iharder.net/base64</a>
* periodically to check for updates or to contribute improvements.
* </p>
* *
* @author Robert Harder
* @author rob@iharder.net
* @version 2.2.2
*/

Found in path(s):
/opt/cola/permits/1136636081_1613819076.15/0/esapi-2,2,0-0-sources-4-jar/org/owasp/esapi/codecs/Base64.java

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* */
* @author Matt Seil (mseil .at. owasp.org)
* @created 2017
*/

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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
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  jar/org/owasp/esapi/logging/slf4j/SLF4JLogLevelHandler.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/slf4j/SLF4JLogLevelHandlers.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/cleaning/NewlineLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/cleaning/CompositeLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/cleaning/CodecLogScrubber.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/SLF4JLogger.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/SLF4JLogFactory.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/SLF4JLogBridge.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/logging/SLF4JLogBridgeImpl.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

/**
 * Executes a system command after checking that the executable exists and
 * escaping all the parameters to ensure that injection is impossible.
 * Implementations must change to the specified working
 * directory before invoking the command.
 *
 * @param executable
 * the command to execute
 * @param params
 * the parameters of the command being executed
 * @param workdir
 * the working directory
 * @param codec
 * the codec to use to encode for the particular OS in use
 * @param logParams
 * use false if any parameters contains sensitive or confidential information
* @return the output of the command being run
* @throws ExecutorException
* the service exception
*/

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/Executor.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
 * @created 2007
 */

Found in path(s):
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* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/tags/BaseEncodeTag.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/tags/EncodeForVBScriptTag.java
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/tags/EncodeForHTMLAttributeTag.java
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The method is ESAPI's Key Derivation Function (KDF) that computes a derived key from the \{@code keyDerivationKey\} for either encryption / decryption or for authentication.

The derived key is created using some key generation mechanism such as \{@link #generateSecretKey(String, int)\}. The "input" key from which the other keys are derived.

The derived key will have the same algorithm type as this key.

The derived key will have the same size as this. The purpose for the derived key. Must be either the string "encryption" or "authenticity". Use "encryption" for creating a derived key to use for confidentiality, and "authenticity" for a derived key to use with a MAC to ensure message authenticity.

The derived key to use according to the specified purpose. Note that this serves the same purpose as "label" in section 5.1 of NIST SP 800-108.

Has an unsupported encryption algorithm or no current JCE provider supports.
* "HmacSHA1".
* @throws EncryptionException If "UTF-8" is not supported as an encoding, then
* this is thrown with the original { @code UnsupportedEncodingException}
* as the cause. (NOTE: This should never happen as "UTF-8" is supposed to
* be a common encoding supported by all Java implementations. Support
* for it is usually in rt.jar.)
* @throws InvalidKeyException Likely indicates a coding error. Should not happen.
* @throws EncryptionException Throw for some precondition violations.
* @deprecated Use{ @code KeyDerivationFunction} instead. This method will be removed as of
* ESAPI release 2.3 so if you are using this, please change your code.
*
/**
**
* Return true if specified cipher mode is one of those specified in the
* { @code ESAPI.properties} file that supports both confidentiality
* <b>and</b> authenticity (i.e., a "combined cipher mode" as NIST refers
* to it).
* @param cipherMode The specified cipher mode to be used for the encryption
* or decryption operation.
* @return true if the specified cipher mode is in the comma-separated list
* of cipher modes supporting both confidentiality and authenticity;
* otherwise false.
* @see org.owasp.esapi.SecurityConfiguration#getCombinedCipherModes()
*/

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4- jar/org/owasp/esapi/crypto/CryptoHelper.java
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*
* @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
* @created 2007
*/
/**
* { @inheritDoc}
* 
* The reference implementation sets the work directory, escapes the parameters as per the Codec in use,
and then executes the command without using concatenation. The exact, absolute, canonical path of each executable must be listed as an approved executable in the ESAPI properties. The executable must also exist on the disk. All failures will be logged, along with parameters if specified. Set the logParams to false if you are going to invoke this interface with confidential information.

*/

Found in path(s):
*/opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/reference/DefaultExecutor.java
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 * @author Jeff Williams <a href="http://www.aspectsecurity.com">Aspect Security</a>
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Found in path(s):
*/opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/filters/SecurityWrapperRequest.java
*/opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/filters/SecurityWrapperResponse.java
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 * @created 2008
 */
This method adds a provider to the `SecurityManager` either by some generic name or by the class name. The following generic JCE provider names are built-in:

* SunJCE
* IBMJCE [for WebSphere]
* GnuCrypto [for use with GNU Compiler for Java, i.e., gcj]
* BC [i.e., Bouncy Castle]
* IAIK
* CryptixCrypto (or Cryptix)
* ABA

Note that neither Cryptix or ABA are actively maintained so it is recommended that you do not start using them for ESAPI unless your application already has a dependency on them. Furthermore, the Cryptix JCE jars likely will not work as the Cryptix code signing certificate has expired as of August 28, 2009. (This likely is true for ABA, but I can't even find a copy to download!). Lastly, the IAIK provider is no longer offered as free, open source. It is not a commercial product. See [http://jce.iaik.tugraz.at/](http://jce.iaik.tugraz.at/) for details. While some older versions were offered free, it is not clear whether the accompanying license still allows you to use it, and if it does, whether or not the code signing certificate used to sign their JCE jar(s) has expired are not. Therefore, if you are looking for a FOSS alternative to SunJCE, Bouncy Castle ([http://www.bouncycastle.org/](http://www.bouncycastle.org/)) is probably your best bet. The BC provider does support many of the "combined cipher modes" that provide both confidentiality and authenticity. (See the `Encryptor.cipher_modes.combined_modes` property for details.)

For those working in the U.S. federal government, it should be noted that of the providers listed here are considered validated by NIST's Cryptographic Module Validation Program and are therefore considered FIPS 140-2 compliant. There are a few approved JCE compatible Java libraries that are on NIST's CMVP list, but this list changes constantly so they are not listed here. For further details on NIST's CMVP, see [http://csrc.nist.gov/groups/STM/cmvp/index.html](http://csrc.nist.gov/groups/STM/cmvp/index.html).

Finally, if you wish to use some other JCE provider not recognized above, you must specify the provider's fully-qualified class name (which in turn must have a public, no argument constructor).
* The application must be given the [@code SecurityPermission] with a
* value of [@code insertProvider.&lt;provider_name&gt;&gt;] (where
* &lt;provider_name&gt; is the name of the algorithm provider if
* a security manager is installed.

* @param algProvider Name of the JCE algorithm provider. If the name
  contains a ".", this is interpreted as the name
  of a [@code java.security.Provider] class name.
* @param pos The preference position (starting at 1) that the
  caller would like for this provider. If you wish
  for it to be installed as the `<i>`last`<i>` provider
  (as of the time of this call), set [@code pos] to -1.
* @return The actual preference position at which the provider was added,
  or -1 if the provider was not added because it is already
  installed.
* @exception NoSuchProviderException - thrown if the provider class
  could not be loaded or added to the [@code SecurityManager] or
  any other reason for failure.
*/

Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/crypto/SecurityProviderLoader.java
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* @created 2008
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-jar/org/owasp/esapi/SafeFile.java
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// version.
Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/crypto/CipherTextSerializer.java
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*         href="http://www.aspectsecurity.com">Aspect Security</a>
* @created 2007
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Found in path(s):
* /opt/cola/permits/1136636081_1613819076.15/0/esapi-2-2-0-0-sources-4-
  jar/org/owasp/esapi/codecs/HTMLEntityCodec.java

1.1647 dnsjava 2.1.8
1.1647.1 Available under license :
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* /opt/cola/permits/1001026493_1646171611.22/0/dnsjava-2-1-8-sources-jar/org/xbill/DNS/ZoneTransferIn.java
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/** KEY cannot be used for confidentiality */
/** This key cannot be used for confidentiality (encryption) */
/** This key cannot be used for authentication or confidentiality */

Found in path(s):
* /opt/cola/permits/1001026493_1646171611.22/0/dnsjava-2-1-8-sources-jar/org/xbill/DNS/KEYRecord.java
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* /opt/cola/permits/1001026493_1646171611.22/0/dnsjava-2-1-8-sources-jar/org/xbill/DNS/Tokenizer.java

1.1648 beanshell 2.0b4

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1.1649 netty-handler-proxy 4.1.27.Final

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4-1-27-final-sources-
jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/Socks5ProxyHandler.java
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/ProxyConnectException.java
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/HttpProxyHandler.java
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/package-info.java
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java
* /opt/ws_local/PERMITS_SQL/1072607575_1595017294.94/0/netty-handler-proxy-4.1.27-final-sources-jar/io/netty/handler/proxy/ProxyConnectionEvent.java

1.1650 gtk 3.22.30-6.el7
1.1650.1 Available under license :
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#if !defined(HAVE_POLL) && !defined(HAVE_POLL_H)
#define _COMPAT_POLL_H_

typedef struct pollfd {
    int fd;
    short events;
    short revents;
} pollfd_t;

typedef unsigned int nfds_t;

#define POLLIN 0x0001
#define POLLOUT 0x0004
#define POLLERR 0x0008
#define POLLHUP 0x0010
#define POLLNVAL 0x0020
#if 0
    /* the following are currently not implemented */
    #define POLLPRI 0x0002
    #define POLLRDNDNORM 0x0040
    #define POLLNORMPOLLRDNDNORM
    #define POLLWRNORM POLLOUT
    #define POLLRDBAND 0x0080
    #define POLLWRBAND 0x0100
#endif

#define INFTIM (-1)/* not standard */

int poll(struct pollfd *, nfds_t, int);
#endif /* !_COMPAT_POLL_H_ */
#endif /* !HAVE_POLL_H */
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int setresgid(gid_t, gid_t, gid_t);
#endif
#endif
#define HAVE_SETRESUID
int setresuid(uid_t, uid_t, uid_t);
#endif
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*
*/

#ifndef _BSD_WAITPID_H
#define _BSD_WAITPID_H

#ifndef HAVE_WAITPID
/* Clean out any potential issues */
#undef WIFEXITED
#undef WIFSTOPTED
#undef WIFSIGNALED

/* Define required functions to mimic a POSIX look and feel */
#define _W_INT(w) *((int*)(&w)) /* convert union wait to int */
#define WIFEXITED(w) (!(_W_INT(w) & 0377))
#define WIFSTOPTED(w) ((_W_INT(w) & 0100))
#define WIFSIGNALED(w) (!WIFEXITED(w) && !WIFSTOPTED(w))
#define WEXITSTATUS(w) (int)(WIFEXITED(w) ? ((_W_INT(w) >> 8) & 0377) : -1)
#define WTERMSIG(w) (int)(WIFSIGNALED(w) ? (_W_INT(w) & 0177) : -1)
#define WCOREFLAG 0x80
#define WCOREDUMP(w) ((_W_INT(w)) & WCOREFLAG)
#endif
#endif

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/
/* Prototype */

pid_t waitpid(int, int *, int);

#endif /* !HAVE_WAITPID */
#endif /* _BSD_WAITPID_H */

1.1658 asn1crypto 0.24.0

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* /opt/cola/permits/1258081770_1643028304.1/0/jnr-enxio-0-16-sources-jar/jnr/enxio/channels/NativeSelectableChannel.java

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

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

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

Author: Julio Merino <jmmv@NetBSD.org>

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

Author: Julio Merino <jmmv84@gmail.com>

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

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1.1661 libjpeg 1.2.90-8.el7

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 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
 * processing (marker reading and coefficient decoding). The actual input
* reading is done in jdmarker.c, jdhuff.c, and jdphuff.c.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/jdinput.c
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jiss2int-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jiss2intasm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jfss2int.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jimmxint.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/simd/jfss2intasm
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 * This file contains routines to decode JPEG datastream markers.
 * Most of the complexity arises from our desire to support input
 * suspension: if not all of the data for a marker is available,
 * we must exit back to the application. On resumption, we reprocess
 * the marker.
 */
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This file contains Huffman entropy encoding routines.

Much of the complexity here has to do with supporting output suspension.
If the data destination module demands suspension, we want to be able
to back up to the start of the current MCU. To do this, we copy state
variables into local working storage, and update them back to the
permanent JPEG objects only upon successful completion of an MCU.

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This file contains application interface code for the decompression half
of the JPEG library. These are the "standard" API routines that are
used in the normal full-decompression case. They are not used by a
transcoding-only application. Note that if an application links in
jpeg_start_decompress, it will end up linking in the entire decompressor.
We thus must separate this file from jdapistd.c to avoid linking the
whole decompression library into a transcoder.
*/

Found in path(s):
/ /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapistd.c
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 * jdctfst.c
 *
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 *
 * This file contains a fast, not so accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdctfst.c
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/*
 * jdct.h
 *
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 *
 * This include file contains common declarations for the forward and
 * inverse DCT modules. These declarations are private to the DCT managers
 * (jcdctmgr.c, jddctmgr.c) and the individual DCT algorithms.
 * The individual DCT algorithms are kept in separate files to ease
 * machine-dependent tuning (e.g., assembly coding).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdct.h
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJDecompressor.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/java/TJExample.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/java/TJUnitTest.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/java/TJLoader.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/turbojpeg-jni.c

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*
* This file contains inverse-DCT routines that produce reduced-size output:
* either 4x4, 2x2, or 1x1 pixels from an 8x8 DCT block.
*
* The implementation is based on the Loeffler, Ligtenberg and Moschytz (LL&M)
* algorithm used in jidctint.c. We simply replace each 8-to-8 1-D IDCT step
* with an 8-to-4 step that produces the four averages of two adjacent outputs
* (or an 8-to-2 step producing two averages of four outputs, for 2x2 output).
* These steps were derived by computing the corresponding values at the end
* of the normal LL&M code, then simplifying as much as possible.
*
* 1x1 is trivial: just take the DC coefficient divided by 8.
*
* See jidctint.c for additional comments.
/*

* jdmerge.c
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* * 
* This file contains code for merged upsampling/color conversion.
* * 
* This file combines functions from jdsample.c and jdcolor.c;
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmerge.c

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* * 
* This file contains upsampling routines.
* *
* Upsampling input data is counted in "row groups". A row group
* is defined to be (v_samp_factor * DCT_scaled_size / min_DCT_scaled_size)
* sample rows of each component. Upsampling will normally produce
* max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).
* *
* An excellent reference for image resampling is
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdsample.c

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* read those files first to understand what's going on.

* When the chroma components are to be upsampled by simple replication
* (ie, box filtering), we can save some work in color conversion by
* calculating all the output pixels corresponding to a pair of chroma
* samples at one time. In the conversion equations
* \[R = Y + K1 \times Cr\]
* \[G = Y + K2 \times Cb + K3 \times Cr\]
* \[B = Y + K4 \times Cb\]
* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.

* This file currently provides implementations for the following cases:
* YCbCr => RGB color conversion only.
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
* the only common cases. (For uncommon cases we fall back on the more
* general code in jdsample.c and jdcolor.c.)

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmerge.c
No license file was found, but licenses were detected in source scan.

/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jctrans.c
No license file was found, but licenses were detected in source scan.

/*
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the decompression postprocessing controller.
* This controller manages the upsampling, color conversion, and color
* quantization/reduction steps; specifically, it controls the buffering
* between upsample/color conversion and color quantization/reduction.
* 
* If no color quantization/reduction is required, then this module has no
* work to do, and it just hands off to the upsample/color conversion code.
* An integrated upsample/convert/quantize process would replace this module
* entirely.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdpostct.c
No license file was found, but licenses were detected in source scan.

*/
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegint.h
No license file was found, but licenses were detected in source scan.

*/
* jdmrgext.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains code for merged upsampling/color conversion.
* */
/*
 * rdtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed Targa format).
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

/*
 * transupp.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains image transformation routines and other utility code
 * used by the jpegtran sample application. These are NOT part of the core
 * JPEG library. But we keep these routines separate from jpegtran.c to
 * ease the task of maintaining jpegtran-like programs that have other user
 * interfaces.
 */

/*
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmrgext.c
 * No license file was found, but licenses were detected in source scan.
 */

/*
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdtarga.c
 * No license file was found, but licenses were detected in source scan.
 */

/*
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
 * No license file was found, but licenses were detected in source scan.
 */
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
No license file was found, but licenses were detected in source scan.

/ *
* jddctmgr.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2010 by Guido Vollbeding.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
* 
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jddctmgr.c
No license file was found, but licenses were detected in source scan.

/ *
* jQuery JavaScript Library v1.3.2
* http://jquery.com/
* 
* Copyright (c) 2009 John Resig
* Dual licensed under the MIT and GPL licenses.
* http://docs.jquery.com/License
* 
* Date: 2009-02-19 17:34:21 -0500 (Thu, 19 Feb 2009)
* Revision: 6246
*/
/
*
* Sizzle CSS Selector Engine - v0.9.3
* Copyright 2009, The Dojo Foundation
* Released under the MIT, BSD, and GPL Licenses.
* More information: http://sizzlejs.com/
*/
/
*
* jQuery UI 1.7.2
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14720
* Copyright (c) 2009 AUTHORS.txt (http://jqueryui.com/about)
* Dual licensed under the MIT (MIT-LICENSE.txt)
* and GPL (GPL-LICENSE.txt) licenses.
*
* http://docs.jquery.com/UI
*/
/**
* jQuery.ScrollTo - Easy element scrolling using jQuery.
* Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
* Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
* Date: 2/8/2008
* @author Ariel Flesler
* @version 1.3.2
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/jquery.js
No license file was found, but licenses were detected in source scan.

/*
* jccoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for compression.
* This controller is the top level of the JPEG compressor proper.
* The coefficient buffer lies between forward-DCT and entropy encoding steps.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the error and message codes for the JPEG library.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
* A set of error-reporting macros are defined too. Some applications using
* the JPEG library may wish to include this file to get the error codes
* and/or the macros.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.h

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

/*
* rdcolmap.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file implements djpeg's "-map file" switch. It reads a source image
* and constructs a colormap to be supplied to the JPEG decompressor.
*
* Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
* each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
* of each desired color. Such a file can be extracted from an
* ordinary image PPM file with ppmtomap(1).
*
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
* currently implemented.
*/

/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
/*
 * jdcoefct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the coefficient buffer controller for decompression.
 * This controller is the top level of the JPEG decompressor proper.
 * The coefficient buffer lies between entropy decoding and inverse-DCT steps.
 *
 * In buffered-image mode, this controller is the interface between
 * input-oriented processing and output-oriented processing.
 * Also, the input side (only) is used when reading a file for transcoding.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface routines that are used for both
 * compression and decompression.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcomapi.c
No license file was found, but licenses were detected in source scan.

/*
 * djpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 */
* Copyright (C) 2010-2011, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a command-line user interface for the JPEG decompressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
*
* Two different command line styles are permitted, depending on the
* compile-time switch TWO_FILE_COMMANDLINE:
* djpeg [options] inputfile outputfile
* djpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* djpeg [options] -outfile outputfile inputfile
* works regardless of which command line style is used.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jmorecfg.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains additional configuration options that customize the
* JPEG software for special applications or support machine-dependent
* optimizations. Most users will not need to touch this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmorecfg.h
No license file was found, but licenses were detected in source scan.
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/ReadMe.rtf
No license file was found, but licenses were detected in source scan.

/*
 * jcmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for compression.
 * The main buffer lies between the pre-processor and the JPEG
 * compressor proper; it holds downscaled data in the JPEG colorspace.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmainct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file contains portable arithmetic entropy encoding routines for JPEG

Both sequential and progressive modes are supported in this single module.
Suspension is not currently supported in this module.

Found in path(s):
/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c
No license file was found, but licenses were detected in source scan.

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed PPM format).
 */
/* Portions of this code are based on the PBMPLUS library, which is:
 **
 ** Copyright (C) 1988 by Jef Poskanzer.
 **
 ** Permission to use, copy, modify, and distribute this software and its
 ** documentation for any purpose and without fee is hereby granted, provided
 ** that the above copyright notice appear in all copies and that both that
 ** copyright notice and this permission notice appear in supporting
 ** documentation. This software is provided "as is" without express or
 ** implied warranty.
 **/
/*
 * jcphuff.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy encoding routines for progressive JPEG.
 *
 * We do not support output suspension in this module, since the library
 * currently does not allow multiple-scan files to be written with output
 * suspension.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdppm.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemsys.h
No license file was found, but licenses were detected in source scan.

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 *
 * We also provide IDCT routines with various output sample block sizes for
 * direct resolution reduction or enlargement without additional resampling:
 * NxN (N=1...16) pixels for one 8x8 input DCT block.
 *
 * For N<8 we simply take the corresponding low-frequency coefficients of
 * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
 * to yield the downscaled outputs.
 * This can be seen as direct low-pass downsampling from the DCT domain
 * point of view rather than the usual spatial domain point of view,
 * yielding significant computational savings and results at least
 * as good as common bilinear (averaging) spatial downsampling.
 *
 * For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
 * lower frequencies and higher frequencies assumed to be zero.
 * It turns out that the computational effort is similar to the 8x8 IDCT
 * regarding the output size.
 * Furthermore, the scaling and descaling is the same for all IDCT sizes.
 *
 * CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
* since there would be too many additional constants to pre-calculate.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctint.c
No license file was found, but licenses were detected in source scan.

/ *
* jmemnobs.c
* *
* Copyright (C) 1992-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file provides a really simple implementation of the system-dependent portion of the JPEG memory manager. This implementation assumes that no backing-store files are needed: all required space can be obtained from malloc().
* This is very portable in the sense that it'll compile on almost anything, but you'd better have lots of main memory (or virtual memory) if you want to process big images.
* Note that the max_memory_to_use option is ignored by this implementation.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemnobs.c
No license file was found, but licenses were detected in source scan.

/ *
* cjjpeg.c
* *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains a command-line user interface for the JPEG compressor.
* It should work on any system with Unix- or MS-DOS-style command lines.
* *
* Two different command line styles are permitted, depending on the compile-time switch TWO_FILE_COMMANDLINE:
* cjjpeg [options] inputfile outputfile
* cjjpeg [options] [inputfile]
* In the second style, output is always to standard output, which you'd
* normally redirect to a file or pipe to some other program. Input is
* either from a named file or from standard input (typically redirected).
* The second style is convenient on Unix but is unhelpful on systems that
* don't support pipes. Also, you MUST use the first style if your system
* doesn't do binary I/O to stdin/stdout.
* To simplify script writing, the "-outfile" switch is provided. The syntax
* `cjpeg [options] -outfile outputfile inputfile`
* works regardless of which command line style is used.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cjpeg.c
No license file was found, but licenses were detected in source scan.

purpose, subject to the conditions under LEGAL ISSUES, below.
fitness for a particular purpose. This software is provided "AS IS", and you,
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Permission is hereby granted to use, copy, modify, and distribute this
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reasons for developing this free software was to help force convergence on

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README
No license file was found, but licenses were detected in source scan.

/*
* jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd.h
No license file was found, but licenses were detected in source scan.

/*
* jdatasrc.c
*
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* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

This file contains decompression data source routines for the case of
reading JPEG data from memory or from a file (or any stdio stream).
While these routines are sufficient for most applications,
some will want to use a different source manager.
IMPORTANT: we assume that fread() will correctly transcribe an array of
JOCTETs from 8-bit-wide elements on external storage. If char is wider
than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
 * jfdctint.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
 * The primary algorithm described there uses 11 multiplies and 29 adds.
 * We use their alternate method with 12 multiplies and 32 adds.
 * The advantage of this method is that no data path contains more than one
 * multiplication; this allows a very simple and accurate implementation in
 * scaled fixed-point arithmetic, with a minimal number of shifts.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jutils.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains tables and miscellaneous utility routines needed
 * for both compression and decompression.
 * Note we prefix all global names with "j" to minimize conflicts with
 * a surrounding application.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jutils.c
No license file was found, but licenses were detected in source scan.

/*
 * jdhuff.h
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for Huffman entropy decoding routines
 * that are shared between the sequential decoder (jdhuff.c) and the
 * progressive decoder (jdphuff.c). No other modules need to see these.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.h
No license file was found, but licenses were detected in source scan.

/*
 * jdcolor.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2011 by Guido Vollbeding.
 * Modifications:
 * Copyright 2009 Pierre Ossman ossman@cendio.se for Cendio AB
 * Copyright (C) 2009, 2011-2012, D. R. Commander.
 */
* For conditions of distribution and use, see the accompanying README file.
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolor.c

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

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
This file was part of the Independent JPEG Group's software.
It was modified by The libjpeg-turbo Project to include only information relevant to libjpeg-turbo.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software; that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.

We assume that the reader is already somewhat familiar with the JPEG standard.
The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one.
Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an 8x8 group of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.
We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***
The IJG distribution contains two parts:
* A subroutine library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.
cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. Hierarchical processes are not supported.

The library does not support the lossless (spatial) JPEG process. Lossless JPEG shares little or no code with lossy JPEG, and would normally be used without the extensive pre- and post-processing provided by this library. We feel that lossless JPEG is better handled by a separate library.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.
*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampling data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple
smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
[This feature is not currently implemented.]

We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (8-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is
advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirection through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatadst.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of
precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

   1A. Startup initialization at the beginning of image processing. The individual processing modules to be used in this run are selected and given initialization calls.

   1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

   Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.
Each buffer controller sees the world as follows:

input data => processing step A => buffer => processing step B => output data
|              |               |
|------------------ controller ------------------

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)
* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required. The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|-- Colorspace conversion
    |-- Preprocessing controller --|
    |    |-- Downsampling

Main controller --|
    |-- Forward DCT, quantize
    |-- Coefficient controller --|
    |    |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during
typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of 8 samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of 8 rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call.
For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages; determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Entropy decoding
   |-- Coefficient controller --|
```
As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly
sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???

Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.
As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller’s DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.
No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:
* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
* Indexing doesn't require multiplication; this is a performance win on many machines.
* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently,
because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as

```
GETJSAMPLE(image[colorcomponent][row][col])
```

where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*(image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:

```c
typedef short JCOEF;  // a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2];  // an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW;  // ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY;  // ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE;  // ptr to a list of color component arrays
```

The underlying type is at least a 16-bit signed integer; while "short" is big enough on all machines of interest, on some machines it is preferable to use "int" for speed reasons, despite the storage cost. Coefficients are grouped into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than "8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged order, and may be true values or divided by the quantization coefficients, depending on where the block is in the processing pipeline. In the current library, coefficient blocks are kept in natural order everywhere; the entropy codecs zigzag or dezigzag the data as it is written or read. The blocks contain quantized coefficients everywhere outside the DCT/IDCT subsystems. (This latter decision may need to be revisited to support variable quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 blocks, corresponding to eight rows of samples. Otherwise the structure is much the same as for samples, and for the same reasons.
On machines where malloc() can't handle a request bigger than 64Kb, this data structure limits us to rows of less than 512 JBLOCKs, or a picture width of 4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW) must be declared as "far" pointers, but the upper levels can be "near" (implying that the pointer lists are allocated in the DS segment). We use a #define symbol FAR, which expands to the "far" keyword when compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an incremental, memory-to-memory filter. In this situation the data source or destination may be a limited-size buffer, and we can't rely on being able to empty or refill the buffer at arbitrary times. Instead the application would like to have control return from the library at buffer overflow/underrun, and then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are
specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)

The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library's memory manager controls allocation and deallocation of memory, and it manages large "virtual" data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and
it speeds up operations whenever malloc/free are slow (as they often are).
The pools can be regarded as lifetime identifiers for objects. Two
pools/lifetimes are defined:

- JPOOL_PERMANENT lasts until master record is destroyed
- JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried
across from one datastream to another; this includes all application-visible
parameters. Image lifetime is used for everything else. (A third lifetime,
JPOOL_PASS = one processing pass, was originally planned. However it was
dropped as not being worthwhile. The actual usage patterns are such that the
peak memory usage would be about the same anyway; and having per-pass storage
substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:

1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on
   image size. Semantically they behave the same as small objects, but we
distinguish them for two reasons:
   * On MS-DOS machines, large objects are referenced by FAR pointers,
     small objects by NEAR pointers.
   * Pool allocation heuristics may differ for large and small objects.
   Note that individual "large" objects cannot exceed the size allowed by
   type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs
   (typically large enough for the entire image being processed). The
   memory manager provides stripwise access to these arrays. On machines
   without virtual memory, the rest of the array may be swapped out to a
temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large
objects for the data proper and small objects for the row pointers. For
convenience and speed, the memory manager provides single routines to create
these structures. Similarly, virtual arrays include a small control block
and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image
lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is
not very useful since a virtual array's raison d'etre is to store data for
multiple passes through the image.) We also expect that only "small" objects
will be given permanent lifespan, though this restriction is not required by
the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by
making the in-memory buffers for virtual arrays be as large as possible.
(For small images, the buffers might fit entirely in memory, so blind
swapping would be very wasteful.) The memory manager will adjust the height
of the buffers to fit within a prespecified maximum memory usage. In order
to do this in a reasonably optimal fashion, the manager needs to allocate all
of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:
1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.
   The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.
Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoeft.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code
likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_open_backing_store create a backing-store object

read_backing_store, manipulate a backing-store object
write_backing_store,
close_backing_store

On some systems there will be more than one type of backing-store object (specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance).
In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan.
This would solve the space problems if the overestimate wasn't too great.
However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.
We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient.
Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

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/*
 * jcparam.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
/*
 * jquant1.c
 *
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 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
/*
 * wrjpgcom.c
 *
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*
* This file contains a very simple stand-alone application that inserts
* user-supplied text as a COM (comment) marker in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c
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/*
 * jcinit.c
 *
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
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* 
* This file contains initialization logic for the JPEG compressor.
* This routine is in charge of selecting the modules to be executed and
* making an initialization call to each one.
* 
* Logically, this code belongs in jcmaster.c. It's split out because
* linking this routine implies linking the entire compression library.
* For a transcoding-only application, we want to be able to use jcmaster.c
* without linking in the whole library.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcinit.c
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 * cdjpeg.c
 *
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* This file is part of the Independent JPEG Group's software.
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* 
* This file contains common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
/*
 * jfdctflt.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * This implementation should be more accurate than either of the integer
 * DCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with a fixed-point
 * implementation, accuracy is lost due to imprecise representation of the
 * scaled quantization values. However, that problem does not arise if
 * we use floating point arithmetic.
 */

Found in path(s):
/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctflt.c

/*
 * jdmaster.c
 *
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* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmaster.c
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/*
* jquant2.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
*
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant2.c
No license file was found, but licenses were detected in source scan.

/*
* jdhuff.c
*
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* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains Huffman entropy decoding routines.
* Much of the complexity here has to do with supporting input suspension.
* If the data source module demands suspension, we want to be able to back
  up to the start of the current MCU. To do this, we copy state variables
  into local working storage, and update them back to the permanent
  storage only upon successful completion of an MCU.
*/

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

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{\*listoverridetable\{\listoverride\listid1\listoverridecount0\ls1\}}
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NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN
IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

}  

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-
1.2.90/release/License.rtf

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

; jsimdext.inc - common declarations
;
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; Copyright 2010 D. R. Commander
;
; Based on
; x86 SIMD extension for IJG JPEG library - version 1.02
;
; Copyright (C) 1999-2006, MIYASAKA Masaru.
;
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; misrepresented as being the original software.
; 3. This notice may not be removed or altered from any source distribution.
;
; [TAB8]

; ==============================================================
; System-dependent configurations

%ifdef WIN32; ---(nasm -fwin32 -DWIN32 ...)--------
; * Microsoft Visual C++
; * MinGW (Minimalist GNU for Windows)
; * CygWin

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; * LCC-Win32

; -- segment definition --
;
%ifdef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
%else
%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .rdata align=16 public use32 class=CONST
%endif

%elifdef WIN64; ----(nasm -fwin64 -DWIN64 ...)--------
; * Microsoft Visual C++

; -- segment definition --
;
%ifdef __YASM_VER__
%define SEG_TEXT .text align=16
%define SEG_CONST .rdata align=16
%else
%define SEG_TEXT .text align=16 public use64 class=CODE
%define SEG_CONST .rdata align=16 public use64 class=CONST
%endif
%define EXTN(name) name			; foo() -> foo

%elifdef OBJ32; ----(nasm -fobj -DOBJ32 ...)----------
; * Borland C++ (Win32)

; -- segment definition --
;
%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .data align=16 public use32 class=DATA

%elifdef ELF; ----(nasm -elf[64] -DELF ...)----------
; * Linux
; * *BSD family Unix using elf format
; * Unix System V, including Solaris x86, UnixWare and SCO Unix

; mark stack as non-executable
section .note.GNU-stack noalloc noexec nowrite progbits

; -- segment definition --
;
%ifdef __x86_64__
%define SEG_TEXT .text progbits align=16
%define SEG_CONST .rodata progbits align=16
%else

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14759
%define SEG_TEXT .text progbits alloc exec nowrite align=16
%define SEG_CONST .rodata progbits alloc noexec nowrite align=16
%endif

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; ELF supports PIC
%define EXTN(name) name; foo() -> foo

%elifdef AOUT; ----(nasm -faout/aout -DAOUT ...)-----
; * Older Linux using a.out format (nasm -f aout -DAOUT ...)
; * BSD family Unix using a.out format (nasm -f aoutb -DAOUT ...)

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

; To make the code position-independent, append -DPIC to the commandline
;
%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; BSD-style a.out supports PIC

%elifdef MACHO; ----(nasm -fmacho -DMACHO ...)--------
; * NeXTstep/OpenStep/Rhapsody/Darwin/MacOS X (Mach-O format)

; -- segment definition --
;
%define SEG_TEXT .text :align=16; nasm doesn't accept align=16. why?
%define SEG_CONST .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.
;
%define PIC
%define GOT_SYMBOL __MACHO_PIC__; Mach-O style code-relative addressing

%else; ----(Other case)----------------------

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

%endif; ---------------------------------------------

; ==========================================================================
; --------------------------------------------------------------------------
; Common types
%ifdef __x86_64__
%define POINTER qword ; general pointer type
%define SIZEOF_POINTER SIZEOF_QWORD ; sizeof(POINTER)
%define POINTER_BIT QWORD_BIT ; sizeof(POINTER)*BYTE_BIT
%else
%define POINTER dword ; general pointer type
%define SIZEOF_POINTER SIZEOF_DWORD ; sizeof(POINTER)
%define POINTER_BIT DWORD_BIT ; sizeof(POINTER)*BYTE_BIT
%endif

%define INT dword ; signed integer type
%define SIZEOF_INT SIZEOF_DWORD ; sizeof(INT)
%define INT_BIT DWORD_BIT ; sizeof(INT)*BYTE_BIT

%define FP32 dword ; IEEE754 single
%define SIZEOF_FP32 SIZEOF_DWORD ; sizeof(FP32)
%define FP32_BIT DWORD_BIT ; sizeof(FP32)*BYTE_BIT

%define MMWORD qword ; int64 (MMX register)
%define SIZEOF_MMWORD SIZEOF_QWORD ; sizeof(MMWORD)
%define MMWORD_BIT QWORD_BIT ; sizeof(MMWORD)*BYTE_BIT

; NASM is buggy and doesn't properly handle operand sizes for SSE
; instructions, so for now we have to define XMMWORD as blank.
%define XMMWORD ; int128 (SSE register)
%define SIZEOF_XMMWORD SIZEOF_QWORD ; sizeof(XMMWORD)
%define XMMWORD_BIT QWORD_BIT ; sizeof(XMMWORD)*BYTE_BIT

; Similar hacks for when we load a dword or MMWORD into an xmm# register
%define XMM_DWORD
%define XMM_MMWORD

%define SIZEOF_BYTE 1 ; sizeof(BYTE)
%define SIZEOF_WORD 2 ; sizeof(WORD)
%define SIZEOF_DWORD 4 ; sizeof(DWORD)
%define SIZEOF_QWORD 8 ; sizeof(QWORD)
%define SIZEOF_OWORD 16 ; sizeof(OWORD)

%define BYTE_BIT 8 ; CHAR_BIT in C
%define WORD_BIT 16 ; sizeof(WORD)*BYTE_BIT
%define DWORD_BIT 32 ; sizeof(DWORD)*BYTE_BIT
%define QWORD_BIT 64 ; sizeof(QWORD)*BYTE_BIT
%define OWORD_BIT 128 ; sizeof(OWORD)*BYTE_BIT

; ----------------------------------------------
; External Symbol Name
;

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%ifndef EXTN
%define EXTN(name) _ %+ name; foo() -> _foo
%endif

; Macros for position-independent code (PIC) support
;
%ifndef GOT_SYMBOL
%undef PIC
%endif

%ifdef PIC ; ---------------------------
%ifidn GOT_SYMBOL,_MACHO_PIC_; -------------------------
; At present, nasm doesn't seem to support PIC generation for Mach-O.
; The PIC support code below is a little tricky.

SECTION SEG_CONST
const_base:

%define GOTOFF(got,sym) (got) + (sym) - const_base

%imacro get_GOT 1
; NOTE: this macro destroys ecx resister.
call %geteip
addebx, byte (%ref - S)
jmpshort %adjust
%geteip:
mov ecx, POINTER [esp]
ret
%adjust:
pushebp
xorebpxebp; ebp = 0
%ifidni %1,ebx; (%1 == ebx)
; db 0x8D,0x9C + jmp near const_base =
; lea ebx, [ecx+ebp*8+(const_base-%ref)]; 8D,9C,E9,(offset32)
db0x8D,0x9C; 8D,9C
jmpnear const_base; E9,(const_base-%ref)
%ref:
%else; (%1 != ebx)
; db 0x8D,0x8C + jmp near const_base =
; lea ecx, [ecx+ebp*8+(const_base-%ref)]; 8D,8C,E9,(offset32)
dbox8D,0x8C; 8D,8C
jmpnear const_base; E9,(const_base-%ref)
%ref:mov%1, ecx
%endif; (%1 == ebx)
pop ebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ---------------

%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff

%imacro get_GOT1
extern GOT_SYMBOL
call %geteip
add %1, GOT_SYMBOL + $$ - $ wrt ..gotpc
jmp short %done
%geteip:
mov %1, POINTER [esp]
ret
%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ---------------

%imacro pushpic1.nolist
push %1
%endmacro

%imacro poppic1.nolist
pop %1
%endmacro

%imacro movpic2.nolist
mov %1, %2
%endmacro

%else; !PIC ----------------------------------------

%define GOTOFF(got,sym) (sym)

%imacro get_GOT1.nolist
%endmacro

%imacro pushpic1.nolist
%endmacro

%imacro poppic1.nolist
%endmacro

%imacro movpic2.nolist
%endmacro

%endif; PIC ----------------------------------------

; Decompiled for testing purposes
; Align the next instruction on {2,4,8,16,..}-byte boundary.
; ".balign n,,m" in GNU as
;
%define MSKLE(x,y) (~(((y) & 0xFFFF) - ((x) & 0xFFFF)) >> 16)
%define FILLB(b,n) (($$-(b)) & ((n)-1))

%imacro alignx 1-2.nolist 0xFFFF
%%bs:	times MSKLE(FILLB(%%bs,%1),%2) & MSKLE(16,FILLB($,%1)) & FILLB($,%1)\n      db 0x90 ; nop  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/9 \n      db 0x8D,0x9C,0x23,0x00,0x00,0x00,0x00 ; lea ebx,[ebx+0x00000000]  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/7 \n      db 0x8D,0xAC,0x25,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/6 \n      db 0x8D,0xAD,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/4 \n      db 0x8D,0x6C,0x25,0x00 ; lea ebp,[ebp+0x00]  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/3 \n      db 0x8D,0x6D,0x00 ; lea ebp,[ebp+0x00]  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/2 \n      db 0x8B,0xED ; mov ebp,ebp  
      times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/1 \n      db 0x90 ; nop  
%endmacro

; Align the next data on {2,4,8,16...}-byte boundary.
;
%imacro alignz 1.nolist  
align %1, db 0; filling zeros
%endmacro

%ifdef __x86_64__

%ifdef WIN64

%imacro collect_args 0
push r12
push r13
push r14
push r15
mov r10, rcx
mov r11, rdx
mov r12, r8
mov r13, r9
mov r14, [rax+48]
mov r15, [rax+56]
push rsi
push rdi
sub rsp, SIZEOF_XMMWORD
movaps XMMWORD [rsp], xmm6
sub rsp, SIZEOF_XMMWORD
movaps XMMWORD [rsp], xmm7
%endmacro

%imacro uncollect_args 0
movaps xmm7, XMMWORD [rsp]
add rsp, SIZEOF_XMMWORD
movaps xmm6, XMMWORD [rsp]
add rsp, SIZEOF_XMMWORD
pop rdi
pop rsi
pop r15
pop r14
pop r13
pop r12
%endmacro

%else

%imacro collect_args 0
push r10
push r11
push r12
push r13
push r14
push r15
mov r10, rdi
mov r11, rsi
mov r12, rdx
mov r13, rcx
mov r14, r8
mov r15, r9
%endmacro

%imacro uncollect_args 0
pop r15
pop r14
pop r13
pop r12
pop r11
pop r10
%endmacro

%endif

%endif

; ---------------------------------------------------------------------
; Defines picked up from the C headers
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains declarations for Huffman entropy encoding routines
 * that are shared between the sequential encoder (jchuff.c) and the
 * progressive encoder (jcphuff.c). No other modules need to see these.
 */

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

/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 * Most of the routines intended to be called directly by an application
 * are in this file or in jdapistd.c. But also see jcomapi.c for routines
 * shared by compression and decompression, and jdtrans.c for the transcoding
 * case.
 */

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdext.inc

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.h

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapimin.c

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

/*
 * jpegtran.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpeg.c, and partly to djpeg.c, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */

// Natural Docs is licensed under the GPL.

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

/*
 * jdatadst-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2012 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */
/*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
* rdrle.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Utah RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdrle.c
No license file was found, but licenses were detected in source scan.

/*
* rdbmp.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2010 by Guido Vollbeding.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-bit and 24-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
* Also, we don't support RLE-compressed files.
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed BMP format).

* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdbmp.c
No license file was found, but licenses were detected in source scan.

/*
 * jccolor.c
 *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifcations:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
 * rdjpgcom.c
 *
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a very simple stand-alone application that displays
* the text in COM (comment) markers in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/
License: IJG

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

/*
 * jconfig.txt
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file documents the configuration options that are required to
 * customize the JPEG software for a particular system.
 *
 * The actual configuration options for a particular installation are stored
 * in jconfig.h. On many machines, jconfig.h can be generated automatically
 * or copied from one of the "canned" jconfig files that we supply. But if
 * you need to generate a jconfig.h file by hand, this file tells you how.
 *
 * DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
 * EDIT A COPY NAMED JCONFIG.H.
 */

/ *
 * These symbols indicate the properties of your machine or compiler.
 * #define the symbol if yes, #undef it if no.
 */

/ * Does your compiler support function prototypes?
 * (If not, you also need to use ansi2knr, see install.txt)
 */
#define HAVE_PROTOTYPES

/ * Does your compiler support the declaration "unsigned char" ?
 * How about "unsigned short" ?
 */
#define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT
/* Define "void" as "char" if your compiler doesn't know about type void. */
/* NOTE: be sure to define void such that "void *" represents the most general */
/* pointer type, e.g., that returned by malloc(). */
/* */
/* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword. */
/* */
/* #define const */

/* Define this if an ordinary "char" type is unsigned. */
/* If you're not sure, leaving it undefined will work at some cost in speed. */
/* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal. */
/* */
#undef CHAR_IS_UNSIGNED

/* Define this if your system has an ANSI-conforming <stddef.h> file. */
/* */
#define HAVE_STDDEF_H

/* Define this if your system has an ANSI-conforming <stdlib.h> file. */
/* */
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>, */
/* but does have a BSD-style <strings.h>. */
/* */
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the */
/* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in */
/* <sys/types.h> instead. */
/* */
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS, */
/* unless you are using a large-data memory model or 80386 flat-memory mode. */
/* On less brain-damaged CPUs this symbol must not be defined. */
/* (Defining this symbol causes large data structures to be referenced through */
/* "far" pointers and to be allocated with a special version of malloc.) */
/* */
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less */
/* than the first 15 characters. */
/* */
#undef NEED_SHORT_EXTERNAL_NAMES
/* Although a real ANSI C compiler can deal perfectly well with pointers to
 * unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
 * and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
 * define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
 * actually get "missing structure definition" warnings or errors while
 * compiling the JPEG code.
 */
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not int, on Windows systems. */
#ifdef _WIN32
#ifndef __RPCNDR_H__ /* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#define HAVE_BOOLEAN /* prevent jmorecfg.h from redefining it */
#endif

/* The following options affect code selection within the JPEG library,
 * but they don't need to be visible to applications using the library.
 * To minimize application namespace pollution, the symbols won't be
 * defined unless JPEG_INTERNALS has been defined.
 */
#ifdef JPEG_INTERNALS
/* Define this if your compiler implements ">>" on signed values as a logical
 * (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
 * which is the normal and rational definition.
 */
#undef RIGHT_SHIFT_IS_UNSIGNED
#endif /* JPEG_INTERNALS */

/* The remaining options do not affect the JPEG library proper,
 * but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
 * Other applications can ignore these.
 */
#ifdef JPEG_CJPEG_DJPEG
/* These defines indicate which image (non-JPEG) file formats are allowed. */
/* Define this if you want to name both input and output files on the command
line, rather than using stdout and optionally stdin. You MUST do this if
your system can't cope with binary I/O to stdin/stdout. See comments at
head of cjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...."rb") or fopen(...."wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jerror.h if they want to know the exact error codes.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpeglib.h
No license file was found, but licenses were detected in source scan.

/
* jversion.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, 2012-2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* *
* This file contains software version identification.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jversion.h
No license file was found, but licenses were detected in source scan.

# Copyright (C)2009-2011 D. R. Commander. All Rights Reserved.
# Redistribution and use in source and binary forms, with or without
# modification, are permitted provided that the following conditions are met:
# - Redistributions of source code must retain the above copyright notice,
#   this list of conditions and the following disclaimer.
# - Redistributions in binary form must reproduce the above copyright notice,
#   this list of conditions and the following disclaimer in the documentation
# - Neither the name of the libjpeg-turbo Project nor the names of its
#   software without specific prior written permission.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/uninstall.in
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

Copyright (C) 1991-1996, Thomas G. Lane.
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For conditions of distribution and use, see the accompanying README file.
Since numerous people will be contributing code and bug fixes, it's important to establish a common coding style. The goal of using similar coding styles is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and Brader). This document is available in the IJG FTP archive (see jpeg/doc/cstyle.ms.tbl.Z, or cstyle.txt.Z for those without nroff/tbl).

Block comments should be laid out thusly:

/*
 *  Block comments in this style.
 */

We indent statements in K&R style, e.g.,
if (test) {
    then-part;
} else {
    else-part;
}
with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., multi_word_name (not multiWordName). Preprocessor symbols and enum constants are similar but upper case (MULTI_WORD_NAME). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). ansi2knr is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

LOCAL(int *)
function_name (int a, char *b)
{
    code...
}

Note that each function definition must begin with GLOBAL(type), LOCAL(type), or METHODDEF(type). These macros expand to "static type" or just "type" as
appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

```
#ifdef HAVE_PROTOTYPES
#define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
#else
#define JMETHOD(type,methodname,arglist)  type (*methodname) ()
#endif
```

which is used like this:

```
struct function_pointers {
    JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
    JMETHOD(void, term_entropy_encoder, (void));
};
```

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).

If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.

2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_{", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.

3. Don't use global variables; anything that must be used in another module
should be in the common data structures.

4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).

5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files — some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy decoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdarith.c
No license file was found, but licenses were detected in source scan.

/*
 * jcdctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
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* Modifications:
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2011 D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the forward-DCT management logic.
* This code selects a particular DCT implementation to be used,
* and it performs related housekeeping chores including coefficient
* quantization.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcdctmgr.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains simple error-reporting and trace-message routines.
* These are suitable for Unix-like systems and others where writing to
* stderr is the right thing to do. Many applications will want to replace
* some or all of these routines.
*
* If you define USE_WINDOWS_MESSAGEBOX in jconfig.h or in the makefile,
* you get a Windows-specific hack to display error messages in a dialog box.
* It ain't much, but it beats dropping error messages into the bit bucket,
* which is what happens to output to stderr under most Windows C compilers.
* 
* These routines are used by both the compression and decompression code.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.c
No license file was found, but licenses were detected in source scan.

/*
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*
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*
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransformer.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/org/libjpegturbo/turbojpeg/TJTransform.java
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjutil.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjutil.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcstest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/bmp.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/bmp.c
No license file was found, but licenses were detected in source scan.

From c51b66ebcace2adec0cfbe42d25cb418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP

... in which one or more of the color indices is out of range for the
number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's
JERR_PPM_OUTOFRANGE enum value in lieu of our project-specific
JERR_PPM_TOOLARGE enum value.

Fixes #258

---
cerror.h | 5 +++--
rdbmp.c   | 7 ++++++-
rdppm.c   | 4 ++--
3 files changed, 11 insertions(+), 5 deletions(-)

diff --git a/cerror.h b/cerror.h
index d69b501..46b0f49 100644
--- a/cerror.h
+++ b/cerror.h
@@ -2,7 +2,7 @@
* cerror.h
 *
* Copyright (C) 1994-1997, Thomas G. Lane.
- * Modified 2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
 *
@@ -74,8 +75,8 @@
JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOFRANGE, "Numeric value out of range in BMP file")
JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@
JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
#ifdef PPM_SUPPORTED
JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
JMESSAGE(JERR_PPM_NOT, "Not a PPM/PGM file")
diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
@@ -64,6 +64,7 @@ typedef struct _bmp_source_struct {
    JDIMENSION row_width; /* Physical width of scanlines in file */

    int cmap_length;          /* colormap length */
    int bits_per_pixel; /* remembers 8- or 24-bit format */
+    int cmap_length; /* colormap length */
} bmp_source_struct;

#ifndef __cplusplus
@@ -124,6 +125,7 @@
    colormap = source->colormap;
    cmaplen = source->cmap_length;
    image_ptr = source->pub.buffer[0];
@@ -140,6 +142,8 @@
    outptr = source->pub.buffer[0];
    for (col = cinfo->image_width; col > 0; col--) {
        t = GETJSAMPLE(*inptr++);
+        if (t >= cmaplen)
+            ERREXIT(cinfo, JERR_BMP_OUTOF RANGE);
        *outptr++ = colormap[0][t]; /* can omit GETJSAMPLE() safely */
        *outptr++ = colormap[1][t];
        *outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@
    source->colormap = (*cinfo->mem->alloc_sarray)
                        (j_common_ptr) cinfo, JPOOL_IMAGE,
                        (JDIMENSION) biClrUsed, (JDIMENSION) 3);}
+    source->cmap_length = (int)biClrUsed;
+    /* and read it from the file */
read_colormap(source, (int) biClrUsed, mapentysize);
/* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@ typedef struct {
     JSAMPROW pixrow;/* FAR pointer to same */
     size_t buffer_width;/* width of I/O buffer */
     JSAMPLE *rescale;/* => maxval-remapping array, or NULL */
-    int maxval;
+    unsigned int maxval;
 } ppm_source_struct;

 typedef ppm_source_struct * ppm_source_ptr;
@@ -126,7 +126,7 @@ read_pbm_integer (j_compress_ptr cinfo, FILE * infile, int maxval)
 }

 if (val > maxval)
-    ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+    ERREXIT(cinfo, JERR_PPM_OUTOF RANGE);
 
     return val;
 }
--
2.17.2

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

/*
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
* to fill an integral number of DCT blocks horizontally. The source buffer
* may be modified if it is helpful for this purpose (the source buffer is
* allocated wide enough to correspond to the desired output width).
* The caller (the prep controller) is responsible for vertical padding.
 *
* The downsampler may request "context rows" by setting need_context_rows
* during startup. In this case, the input arrays will contain at least
* one row group's worth of pixels above and below the passed-in data;
* the caller will create dummy rows at image top and bottom by replicating
* the first or last real pixel row.
 *
* An excellent reference for image resampling is
 *
* The downsampling algorithm used here is a simple average of the source
* pixels covered by the output pixel. The hi-falutin sampling literature
* refers to this as a "box filter". In general the characteristics of a box
* filter are not very good, but for the specific cases we normally use (1:1
* and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
* nearly so bad. If you intend to use other sampling ratios, you'd be well
* advised to improve this code.
 *
* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF,
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcsample.c

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

Package: {__PKGNAME}
Version: {__VERSION}-{__BUILD}
Section: misc
Priority: optional
Architecture: {__ARCH}
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
Description: A SIMD-accelerated JPEG codec that provides both the libjpeg and TurboJPEG APIs
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2,
NEON) to accelerate baseline JPEG compression and decompression on x86,
x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as
fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/deb-control.tmpl
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/ *
* jsimd_x86_64.c
* *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
* *
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* *
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on a
* x86_64 architecture.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_x86_64.c
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; j dct.inc - private declarations for forward & reverse DCT subsystems

---

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14784
Each IDCT routine is responsible for range-limiting its results and converting them to unsigned form (0..MAXJSAMPLE). The raw outputs could be quite far out of range if the input data is corrupt, so a bulletproof range-limiting step is required. We use a mask-and-table-lookup method to do the combined operations quickly.

%define RANGE_MASK  (MAXJSAMPLE * 4 + 3)  ; 2 bits wider than legal samples
%define ROW(n,b,s)((b)+(n)*(s))
%define COL(n,b,s)((b)+(n)*(s)*DCTSIZE)

%define DWBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_DWORD)
%define MMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_MMWORD)
%define XMMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_XMMWORD)

** Background

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java
libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

*******************************************************************************
**     License
*******************************************************************************

Most of libjpeg-turbo inherits the non-restrictive, BSD-style license used by libjpeg (see README.) The TurboJPEG wrapper (both C and Java versions) and associated test programs bear a similar license, which is reproduced below:

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*******************************************************************************
**     Using libjpeg-turbo
*******************************************************************************

libjpeg-turbo includes two APIs that can be used to compress and decompress
JPEG images:

TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below.)

There is no significant performance advantage to either API when both are used to perform similar operations.

=================================
Installation Directory
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This document assumes that libjpeg-turbo will be installed in the default directory (/opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo[-gcc][64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

=================================
Replacing libjpeg at Run Time
=================================

Un*x
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If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real 0m0.392s
user 0m0.074s
sys 0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/{lib}:$LD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real  0m0.109s
user  0m0.029s
sys   0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the
64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with
links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}.
This will effectively accelerate every application that uses the libjpeg
dynamic library on the system.

Windows
-------

If a Windows application is dynamically linked with libjpeg, then you can
replace libjpeg with libjpeg-turbo at run time by backing up the application's
copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its
own local copy of this library) and copying the corresponding DLL from
libjpeg-turbo into the application's install directory. The official
libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses
jpeg7.dll or jpeg8.dll instead, then it will be necessary to build
libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary
packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll).
msvcr90.dll ships with more recent versions of Windows, but users of older
Windows releases can obtain it from the Visual C++ 2008 Redistributable
Package, which is available as a free download from Microsoft's web site.

-- Features of the libjpeg API that require passing a C run-time structure,
such as a file handle, from an application to the library will probably not
work with jpeg62.dll, unless the application is also built to use the Visual
C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and
jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside
the (hidden) application bundle, so it is not possible to globally replace
libjpeg on OS X systems. Replacing the application's version of the libjpeg
dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into
the appropriate place in the application bundle and using install_name_tool to
repoint the libjpeg-turbo dylib to its new directory. This requires an
advanced knowledge of OS X and would not survive an upgrade or a re-install of
the application. Thus, it is not recommended for most users.

========================================
Using libjpeg-turbo in Your Own Programs
========================================

For the most part, libjpeg-turbo should work identically to libjpeg, so in
most cases, an application can be built against libjpeg and then run against
libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo
instead of libjpeg by setting

    CPATH=/opt/libjpeg-turbo/include

and

    LIBRARY_PATH=/opt/libjpeg-turbo/{lib}

({lib} = lib32 or lib64, depending on whether you are building a 32-bit or a
64-bit application.)

If using MinGW, then set

    CPATH=/c/libjpeg-turbo-gcc[64]/include

and

    LIBRARY_PATH=/c/libjpeg-turbo-gcc[64]/lib

Building against libjpeg-turbo is useful, for instance, if you want to build an
application that leverages the libjpeg-turbo colorspace extensions (see below.)
On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create
appropriate symlinks to use libjpeg-turbo at run time. On such systems, you
can pass -R /opt/libjpeg-turbo/{lib} to the linker to force the use of
libjpeg-turbo at run time rather than libjpeg (also useful if you want to
leverage the colorspace extensions), or you can link against the libjpeg-turbo
static library.

To force a Un*x or MinGW application to link against the static version of
libjpeg-turbo, you can use the following linker options:

    -Wl,-Bstatic -ljpeg -Wl,-Bdynamic

On OS X, simply add /opt/libjpeg-turbo/lib/libjpeg.a to the linker command
line.

To build Visual C++ applications using libjpeg-turbo, add
c:\libjpeg-turbo[64]include to the system or user INCLUDE environment
variable and c:\libjpeg-turbo[64]lib to the system or user LIB environment
variable, and then link against either jpeg.lib (to use the DLL version of
libjpeg-turbo) or jpeg-static.lib (to use the static version of libjpeg-turbo.)
Colorsace Extensions

libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

- JCS_EXT_RGB /* red/green/blue */
- JCS_EXT_RGBX /* red/green/blue/x */
- JCS_EXT_BGR /* blue/green/red */
- JCS_EXT_BGRX /* blue/green/red/x */
- JCS_EXT_XBGR /* x/blue/green/red */
- JCS_EXT_XRGB /* x/red/green/blue */
- JCS_EXT_RGBA /* red/green/blue/alpha */
- JCS_EXT_BGRA /* blue/green/red/alpha */
- JCS_EXT_ABGR /* alpha/blue/green/red */
- JCS_EXT_ARGB /* alpha/red/green/blue */

Setting cinfo.in_color_space (compression) or cinfo.out_color_space (decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation that does not support them will result in a "Bogus input colorspace" error. Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS_EXT_RGBA, JCS_EXT_BGRA, JCS_EXT_ABGR, or JCS_EXT_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```
#ifdef JCS_ALPHA_EXTENSIONS
```

jcstest.c, located in the libjpeg-turbo source tree, demonstrates how to check
for the existence of the colorspace extensions at compile time and run time.

===================================
libjpeg v7 and v8 API/ABI Emulation
===================================

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are still not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. libjpeg-turbo does not claim to support all of the libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)

By passing an argument of --with-jpeg7 or --with-jpeg8 to configure, or an argument of -DWITH_JPEG7=1 or -DWITH_JPEG8=1 to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:
=======================================

Fully supported:

-- libjpeg: IDCT scaling extensions in decompressor
libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only 1/4 and 1/2 are SIMD-accelerated.)

-- libjpeg: arithmetic coding

-- libjpeg: In-memory source and destination managers
See notes below.

-- cjpeg: Separate quality settings for luminance and chrominance
Note that the libjpeg v7+ API was extended to accommodate this feature only for convenience purposes. It has always been possible to implement this feature with libjpeg v6b (see rdswitch.c for an example.)
-- cjpeg: 32-bit BMP support

-- cjpeg: -rgb option

-- jpegtran: lossless cropping

-- jpegtran: -perfect option

-- jpegtran: forcing width/height when performing lossless crop

-- rdjpgcom: -raw option

-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the usefulness of DCT scaling as a means of data reduction and SmartScale as a means of quality improvement. The reader is invited to peruse the research at http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions, but it is the general belief of our project that these features have not demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor

cinfo.scale_num and cinfo.scale_denom are silently ignored.
There is no technical reason why DCT scaling could not be supported when emulating the libjpeg v7+ API/ABI, but without the SmartScale extension (see below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and 8/9 would be available, which is of limited usefulness.

-- libjpeg: SmartScale

cinfo.block_size is silently ignored.
SmartScale is an extension to the JPEG format that allows for DCT block sizes other than 8x8. Providing support for this new format would be feasible (particularly without full acceleration.) However, until/unless the format becomes either an official industry standard or, at minimum, an accepted solution in the community, we are hesitant to implement it, as there is no sense of whether or how it might change in the future. It is our belief that SmartScale has not demonstrated sufficient usefulness as a lossless format nor as a means of quality enhancement, and thus, our primary interest in providing this feature would be as a means of supporting additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor

cinfo.do_fancy_downsampling is silently ignored.
This requires the DCT scaling feature, which is not supported.
-- jpegtran: Scaling  
This requires both the DCT scaling and SmartScale features, which are not supported.

-- Lossless RGB JPEG files  
This requires the SmartScale feature, which is not supported.

What About libjpeg v9?  
-------------------------------

libjpeg v9 introduced yet another field to the JPEG compression structure (color_transform), thus making the ABI backward incompatible with that of libjpeg v8. This new field was introduced solely for the purpose of supporting lossless SmartScale encoding. Further, there was actually no reason to extend the API in this manner, as the color transform could have just as easily been activated by way of a new JPEG colorspace constant, thus preserving backward ABI compatibility.

Our research (see link above) has shown that lossless SmartScale does not generally accomplish anything that can't already be accomplished better with existing, standard lossless formats. Thus, at this time, it is our belief that there is not sufficient technical justification for software to upgrade from libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification for us to emulate the libjpeg v9 ABI.

=====================================  
In-Memory Source/Destination Managers  
=====================================  

By default, libjpeg-turbo 1.3 and later includes the jpeg_mem_src() and jpeg_mem_dest() functions, even when not emulating the libjpeg v8 API/ABI. Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8 API/ABI emulation in order to use the in-memory source/destination managers, but several projects requested that those functions be included when emulating the libjpeg v6b API/ABI as well. This allows the use of those functions by programs that need them without breaking ABI compatibility for programs that don't, and it allows those functions to be provided in the "official" libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg v6b or v7 API can pass an argument of --without-mem-srcdst to configure or an argument of -DWITH_MEM_SRCDST=0 to CMake prior to building libjpeg-turbo. This will restore the pre-1.3 behavior, in which jpeg_mem_src() and jpeg_mem_dest() are only included when emulating the libjpeg v8 API/ABI.

On Un*x systems, including the in-memory source/destination managers changes the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.
Note that, on most Unix systems, the dynamic linker will not look for a function in a library until that function is actually used. Thus, if a program is built against libjpeg-turbo 1.3+ and uses jpeg_mem_src() or jpeg_mem_dest(), that program will not fail if run against an older version of libjpeg-turbo or against libjpeg v7- until the program actually tries to call jpeg_mem_src() or jpeg_mem_dest(). Such is not the case on Windows. If a program is built against the libjpeg-turbo 1.3+ DLL and uses jpeg_mem_src() or jpeg_mem_dest(), then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both cjpeg and djpeg have been extended to allow testing the in-memory source/destination manager functions. See their respective man pages for more details.

*******************************************************************************
** Mathematical Compatibility
*******************************************************************************

For the most part, libjpeg-turbo should produce identical output to libjpeg v6b. The one exception to this is when using the floating point DCT/IDCT, in which case the outputs of libjpeg v6b and libjpeg-turbo are not guaranteed to be identical (the accuracy of the floating point DCT/IDCT is constant when using libjpeg-turbo's SIMD extensions, but otherwise, it can depend heavily on the compiler and compiler settings.)

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it is still using the same algorithms as libjpeg v6b, so there are several specific cases in which libjpeg-turbo cannot be expected to produce the same output as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg v8 implements those scaling algorithms a bit differently than libjpeg v6b does, and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this with its DCT/IDCT scaling algorithms rather than with a separate downsampling/upsampling algorithm.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy" or "non-smooth") chrominance upsampling, because libjpeg v8 does not support merged upsampling with scaling factors > 1.
Performance Pitfalls

Restart Markers

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers in a way that makes the rest of the libjpeg infrastructure happy, so it is necessary to use the slow Huffman decoder when decompressing a JPEG image that has restart markers. This can cause the decompression performance to drop by as much as 20%, but the performance will still be much greater than that of libjpeg. Many consumer packages, such as Photoshop, use restart markers when generating JPEG images, so images generated by those programs will experience this issue.

Fast Integer Forward DCT at High Quality Levels

The algorithm used by the SIMD-accelerated quantization function cannot produce correct results whenever the fast integer forward DCT is used along with a JPEG quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization function in those cases. This causes performance to drop by as much as 40%. It is therefore strongly advised that you use the slow integer forward DCT whenever encoding images with a JPEG quality of 98 or higher.
This file contains declarations for image transformation routines and other utility code used by the jpegtran sample application. These are NOT part of the core JPEG library. But we keep these routines separate from jpegtran.c to ease the task of maintaining jpegtran-like programs that have other user interfaces.

NOTE: all the routines declared here have very specific requirements about when they are to be executed during the reading and writing of the source and destination files. See the comments in transupp.c, or see jpegtran.c for an example of correct usage.

Found in path(s):

jaricom.c

Developed 1997-2009 by Guido Vollbeding.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

This file contains probability estimation tables for common use in arithmetic entropy encoding and decoding routines.

This data represents Table D.2 in the JPEG spec (ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81) and Table 24 in the JBIG spec (ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82).

Found in path(s):

jpegcomp.h

Copyright (C) 2010, D. R. Commander
For conditions of distribution and use, see the accompanying README file.

JPEG compatibility macros
These declarations are considered internal to the JPEG library; most applications using the library shouldn't need to include this file.
Found in path(s):
*/
* jdatasrc-tj.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
*/
* jccolext.c
*
* This file was part of the Independent JPEG Group's software:
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* Modifications:
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* 
* This file contains input colorspace conversion routines.
*/

Found in path(s):
*/
* jccolext.c
*

* jdatadst.c

* This file was part of the Independent JPEG Group's software:
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* Modified 2009-2012 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains compression data destination routines for the case of
* emitting JPEG data to memory or to a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different destination manager.
* IMPORTANT: we assume that fwrite() will correctly transcribe an array of
* JOCTETs into 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst.c

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

/*
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the error and message codes for the cjpeg/djpeg
* applications. These strings are not needed as part of the JPEG library
* proper.
* Edit this file to add new codes, or to translate the message strings to
* some other language.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cderror.h

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

1.2.90 (1.3 beta1)

[1] Added support for additional scaling factors (3/8, 5/8, 3/4, 7/8, 9/8, 5/4,
11/8, 3/2, 13/8, 7/4, 15/8, and 2) when decompressing. Note that the IDCT will
not be SIMD-accelerated when using any of these new scaling factors.

[2] The TurboJPEG dynamic library is now versioned. It was not strictly necessary to do so, because TurboJPEG uses versioned symbols, and if a function changes in an ABI-incompatible way, that function is renamed and a legacy function is provided to maintain backward compatibility. However, certain Linux distro maintainers will blindly reject any library that is not versioned, so this was an attempt to make them happy.

[3] Extended the TurboJPEG Java API so that it can be used to compress a JPEG image from and decompress a JPEG image to an arbitrary position in a large image buffer.

[4] The tjDecompressToYUV() function now supports the TJFLAG_FASTDCT flag.

[5] The 32-bit supplementary package for amd64 Debian systems now provides symlinks in /usr/lib/i386-linux-gnu for the TurboJPEG libraries in /usr/lib32. This allows those libraries to be used on MultiArch-compatible systems (such as Ubuntu 11 and later) without setting the linker path.

[6] The TurboJPEG Java wrapper should now find the JNI library on Mac systems without having to pass -Djava.library.path=/usr/lib to java.

[7] TJBench has been ported to Java to provide a convenient way of validating the performance of the TurboJPEG Java API. It can be run with 'java -cp turbojpeg.jar TJBench'.

[8] cjpeg can now be used to generate JPEG files with the RGB colorspace (feature ported from jpeg-8d.)

[9] The width and height in the -crop argument passed to jpegtran can now be suffixed with "f" to indicate that, when the upper left corner of the cropping region is automatically moved to the nearest iMCU boundary, the bottom right corner should be moved by the same amount. In other words, this feature causes jpegtran to strictly honor the specified width/height rather than the specified bottom right corner (feature ported from jpeg-8d.)

[10] JPEG files using the RGB colorspace can now be decompressed into grayscale images (feature ported from jpeg-8d.)

[11] Fixed a regression caused by 1.2.1[7] whereby the build would fail with multiple "Mismatch in operand sizes" errors when attempting to build the x86 SIMD code with NASM 0.98.

[12] The in-memory source/destination managers (jpeg_mem_src() and jpeg_mem_dest()) are now included by default when building libjpeg-turbo with libjpeg v6b or v7 emulation, so that programs can take advantage of these functions without requiring the use of the backward-incompatible libjpeg v8
ABI. The "age number" of the libjpeg-turbo library on Unix systems has been incremented by 1 to reflect this. You can disable this feature with a configure/CMake switch in order to retain strict API/ABI compatibility with the libjpeg v6b or v7 API/ABI (or with previous versions of libjpeg-turbo.) See README-turbo.txt for more details.

[13] Added ARM v7s architecture to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build applications that leverage the faster CPUs in the iPhone 5 and iPad 4.

1.2.1
=====

[1] Creating or decoding a JPEG file that uses the RGB colorspace should now properly work when the input or output colorspace is one of the libjpeg-turbo colorspace extensions.

[2] When libjpeg-turbo was built without SIMD support and merged (non-fancy) upsampling was used along with an alpha-enabled colorspace during decompression, the unused byte of the decompressed pixels was not being set to 0xFF. This has been fixed. TJUnitTest has also been extended to test for the correct behavior of the colorspace extensions when merged upsampling is used.

[3] Fixed a bug whereby the libjpeg-turbo SSE2 SIMD code would not preserve the upper 64 bits of xmm6 and xmm7 on Win64 platforms, which violated the Win64 calling conventions.

[4] Fixed a regression caused by 1.2.0[6] whereby decompressing corrupt JPEG images (specifically, images in which the component count was erroneously set to a large value) would cause libjpeg-turbo to segfault.

[5] Worked around a severe performance issue with "Bobcat" (AMD Embedded APU) processors. The MASKMOVQ instruction, which was used by the libjpeg-turbo SSE2 SIMD code, is apparently implemented in microcode on AMD processors, and it is painfully slow on Bobcat processors in particular. Eliminating the use of this instruction improved performance by an order of magnitude on Bobcat processors and by a small amount (typically 5%) on AMD desktop processors.

[6] Added SIMD acceleration for performing 4:2:2 upsampling on NEON-capable ARM platforms. This speeds up the decompression of 4:2:2 JPEGs by 20-25% on such platforms.

[7] Fixed a regression caused by 1.2.0[2] whereby, on Linux/x86 platforms running the 32-bit SSE2 SIMD code in libjpeg-turbo, decompressing a 4:2:0 or 4:2:2 JPEG image into a 32-bit (RGBX, BGRX, etc.) buffer without using fancy upsampling would produce several incorrect columns of pixels at the right-hand side of the output image if each row in the output image was not evenly
divisible by 16 bytes.

[8] Fixed an issue whereby attempting to build the SIMD extensions with Xcode 4.3 on OS X platforms would cause NASM to return numerous errors of the form "'%define' expects a macro identifier".

[9] Added flags to the TurboJPEG API that allow the caller to force the use of either the fast or the accurate DCT/IDCT algorithms in the underlying codec.

1.2.0
=====

[1] Fixed build issue with YASM on Unix systems (the libjpeg-turbo build system was not adding the current directory to the assembler include path, so YASM was not able to find jsimd.cfg.inc.)

[2] Fixed out-of-bounds read in SSE2 SIMD code that occurred when decompressing a JPEG image to a bitmap buffer whose size was not a multiple of 16 bytes. This was more of an annoyance than an actual bug, since it did not cause any actual run-time problems, but the issue showed up when running libjpeg-turbo in valgrind. See http://crbug.com/72399 for more information.

[3] Added a compile-time macro (LIBJPEG_TURBO_VERSION) that can be used to check the version of libjpeg-turbo against which an application was compiled.

[4] Added new RGBA/BGRA/ABGR/ARGB colorspace extension constants (libjpeg API) and pixel formats (TurboJPEG API), which allow applications to specify that, when decompressing to a 4-component RGB buffer, the unused byte should be set to 0xFF so that it can be interpreted as an opaque alpha channel.

[5] Fixed regression issue whereby DevIL failed to build against libjpeg-turbo because libjpeg-turbo's distributed version of jconfig.h contained an INLINE macro, which conflicted with a similar macro in DevIL. This macro is used only internally when building libjpeg-turbo, so it was moved into config.h.

[6] libjpeg-turbo will now correctly decompress erroneous CMYK/YCCK JPEGs whose K component is assigned a component ID of 1 instead of 4. Although these files are in violation of the spec, other JPEG implementations handle them correctly.

[7] Added ARM v6 and ARM v7 architectures to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build both OS X and iOS applications.

1.1.90 (1.2 beta1)
=================

Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14803
[1] Added a Java wrapper for the TurboJPEG API. See java/README for more details.

[2] The TurboJPEG API can now be used to scale down images during decompression.

[3] Added SIMD routines for RGB-to-grayscale color conversion, which significantly improves the performance of grayscale JPEG compression from an RGB source image.

[4] Improved the performance of the C color conversion routines, which are used on platforms for which SIMD acceleration is not available.

[5] Added a function to the TurboJPEG API that performs lossless transforms. This function is implemented using the same back end as jpegtran, but it performs transcoding entirely in memory and allows multiple transforms and/or crop operations to be batched together, so the source coefficients only need to be read once. This is useful when generating image tiles from a single source JPEG.

[6] Added tests for the new TurboJPEG scaled decompression and lossless transform features to tjbench (the TurboJPEG benchmark, formerly called "jpgtest").

[7] Added support for 4:4:0 (transposed 4:2:2) subsampling in TurboJPEG, which was necessary in order for it to read 4:2:2 JPEG files that had been losslessly transposed or rotated 90 degrees.

[8] All legacy VirtualGL code has been re-factored, and this has allowed libjpeg-turbo, in its entirety, to be re-licensed under a BSD-style license.

[9] libjpeg-turbo can now be built with YASM.

[10] Added SIMD acceleration for ARM Linux and iOS platforms that support NEON instructions.

[11] Refactored the TurboJPEG C API and documented it using Doxygen. The TurboJPEG 1.2 API uses pixel formats to define the size and component order of the uncompressed source/destination images, and it includes a more efficient version of TJBUFSIZE() that computes a worst-case JPEG size based on the level of chrominance subsampling. The refactored implementation of the TurboJPEG API now uses the libjpeg memory source and destination managers, which allows the TurboJPEG compressor to grow the JPEG buffer as necessary.

[12] Eliminated errors in the output of jpegtran on Windows that occurred when the application was invoked using I/O redirection (jpegtran <input.jpg >output.jpg).
[13] The inclusion of libjpeg v7 and v8 emulation as well as arithmetic coding support in libjpeg-turbo v1.1.0 introduced several new error constants in jerror.h, and these were mistakenly enabled for all emulation modes, causing the error enum in libjpeg-turbo to sometimes have different values than the same enum in libjpeg. This represents an ABI incompatibility, and it caused problems with rare applications that took specific action based on a particular error value. The fix was to include the new error constants conditionally based on whether libjpeg v7 or v8 emulation was enabled.

[14] Fixed an issue whereby Windows applications that used libjpeg-turbo would fail to compile if the Windows system headers were included before jpeglib.h. This issue was caused by a conflict in the definition of the INT32 type.

[15] Fixed 32-bit supplementary package for amd64 Debian systems, which was broken by enhancements to the packaging system in 1.1.

[16] When decompressing a JPEG image using an output colorspace of JCS_EXT_RGBX, JCS_EXT_BGRX, JCS_EXT_XBGR, or JCS_EXT_XRGB, libjpeg-turbo will now set the unused byte to 0xFF, which allows applications to interpret that byte as an alpha channel (0xFF = opaque).

1.1.1
=====

[1] Fixed a 1-pixel error in row 0, column 21 of the luminance plane generated by tjEncodeYUV().

[2] libjpeg-turbo's accelerated Huffman decoder previously ignored unexpected markers found in the middle of the JPEG data stream during decompression. It will now hand off decoding of a particular block to the unaccelerated Huffman decoder if an unexpected marker is found, so that the unaccelerated Huffman decoder can generate an appropriate warning.

[3] Older versions of MinGW64 prefixed symbol names with underscores by default, which differed from the behavior of 64-bit Visual C++. MinGW64 1.0 has adopted the behavior of 64-bit Visual C++ as the default, so to accommodate this, the libjpeg-turbo SIMD function names are no longer prefixed with an underscore when building with MinGW64. This means that, when building libjpeg-turbo with older versions of MinGW64, you will now have to add -fno-leading-underscore to the CFLAGS.

[4] Fixed a regression bug in the NSIS script that caused the Windows installer build to fail when using the Visual Studio IDE.

[5] Fixed a bug in jpeg_read_coefficients() whereby it would not initialize cinfo->image_width and cinfo->image_height if libjpeg v7 or v8 emulation was
enabled. This specifically caused the jpegoptim program to fail if it was
linked against a version of libjpeg-turbo that was built with libjpeg v7 or v8
emulation.

[6] Eliminated excessive I/O overhead that occurred when reading BMP files in
cjpeg.

[7] Eliminated errors in the output of cjpeg on Windows that occurred when the
application was invoked using I/O redirection (cjpeg <inputfile >output.jpg).

1.1.0
=====

[1] The algorithm used by the SIMD quantization function cannot produce correct
results when the JPEG quality is >= 98 and the fast integer forward DCT is
used. Thus, the non-SIMD quantization function is now used for those cases,
and libjpeg-turbo should now produce identical output to libjpeg v6b in all
cases.

[2] Despite the above, the fast integer forward DCT still degrades somewhat for
JPEG qualities greater than 95, so the TurboJPEG wrapper will now automatically
use the slow integer forward DCT when generating JPEG images of quality 96 or
greater. This reduces compression performance by as much as 15% for these
high-quality images but is necessary to ensure that the images are perceptually
lossless. It also ensures that the library can avoid the performance pitfall
created by [1].

[3] Ported jpgtest.cxx to pure C to avoid the need for a C++ compiler.

[4] Fixed visual artifacts in grayscale JPEG compression caused by a typo in
the RGB-to-luminance lookup tables.

[5] The Windows distribution packages now include the libjpeg run-time programs
(cjpeg, etc.)

[6] All packages now include jpgtest.


[8] Added two new TurboJPEG API functions, tjEncodeYUV() and
tjDecompressToYUV(), to replace the somewhat hackish TJ_YUV flag.

1.0.90 (1.1 beta1)

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

[1] Added emulation of the libjpeg v7 and v8 APIs and ABIs. See
README-turbo.txt for more details. This feature was sponsored by CamTrace SAS.


[3] Grayscale bitmaps can now be compressed from/decompressed to using the TurboJPEG API.

[4] jpgTest can now be used to test decompression performance with existing JPEG images.

[5] If the default install prefix (/opt/libjpeg-turbo) is used, then 'make install' now creates /opt/libjpeg-turbo/lib32 and /opt/libjpeg-turbo/lib64 sym links to duplicate the behavior of the binary packages.

[6] All symbols in the libjpeg-turbo dynamic library are now versioned, even when the library is built with libjpeg v6b emulation.

[7] Added arithmetic encoding and decoding support (can be disabled with configure or CMake options)

[8] Added a TJ_YUV flag to the TurboJPEG API, which causes both the compressor and decompressor to output planar YUV images.

[9] Added an extended version of tjDecompressHeader() to the TurboJPEG API, which allows the caller to determine the type of subsampling used in a JPEG image.

[10] Added further protections against invalid Huffman codes.

1.0.1
=====

[1] The Huffman decoder will now handle erroneous Huffman codes (for instance, from a corrupt JPEG image.) Previously, these would cause libjpeg-turbo to crash under certain circumstances.

[2] Fixed typo in SIMD dispatch routines that was causing 4:2:2 upsampling to be used instead of 4:2:0 when decompressing JPEG images using SSE2 code.

[3] configure script will now automatically determine whether the INCOMPLETE_TYPES_BROKEN macro should be defined.

1.0.0
=====
[1] 2983700: Further FreeBSD build tweaks (no longer necessary to specify --host when configuring on a 64-bit system)

[2] Created symlinks in the Unix/Linux packages so that the TurboJPEG include file can always be found in /opt/libjpeg-turbo/include, the 32-bit static libraries can always be found in /opt/libjpeg-turbo/lib32, and the 64-bit static libraries can always be found in /opt/libjpeg-turbo/lib64.

[3] The Unix/Linux distribution packages now include the libjpeg run-time programs (cjpeg, etc.) and man pages.


[6] Include distribution package for Cygwin

[7] No longer necessary to specify --without-simd on non-x86 architectures, and unit tests now work on those architectures.

0.0.93
======

[1] 2982659, Fixed x86-64 build on FreeBSD systems

[2] 2988188: Added support for Windows 64-bit systems

0.0.91
======

[1] Added documentation to .deb packages

[2] 2968313: Fixed data corruption issues when decompressing large JPEG images and/or using buffered I/O with the libjpeg-turbo decompressor

0.0.90
======

Initial release

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * 32-bit x86 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_i386.c

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

/*
 * jdmainct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmainct.c

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

/*
 * jinclude.h
 *

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* Copyright (C) 1991-1994, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file exists to provide a single place to fix any problems with
* including the wrong system include files. (Common problems are taken
* care of by the standard jconfig symbols, but on really weird systems
* you may have to edit this file.)
*
* NOTE: this file is NOT intended to be included by applications using the
* JPEG library. Most applications need only include jpeglib.h.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
* rdgif.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
***************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression,   *
* the ability to read GIF files has been removed from the IJG distribution. *
* Sorry about that.                                                       *
***************************************************************************
*
* We are required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdgif.c
No license file was found, but licenses were detected in source scan.

/*
* simd/jsimd.h
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h
No license file was found, but licenses were detected in source scan.

/*
* rdswitch.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
* -qtables fileRead quantization tables from text file
* -scans fileRead scan script from text file
* -quality N[,N,...]Set quality ratings
* -qslots N[,N,...]Set component quantization table selectors
* -sample HxV[,HxV,...]Set component sampling factors
*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdswitch.c
No license file was found, but licenses were detected in source scan.

; ; jcolsamp.inc - private declarations for color conversion & up/downsampling
; ; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
; ; Based on
; ; x86 SIMD extension for IJG JPEG library
; ; Copyright (C) 1999-2006, MIYASAKA Masaru.
; ; For conditions of distribution and use, see copyright notice in jsimdext.inc
; ; [TAB8]
; pseudo-resisters to make ordering of RGB configurable
;
%if RGB_RED == 0
%define mmA mm0
%define mmB mm1
%define xmmA xmm0
%define xmmB xmm1
%elif RGB_GREEN == 0
%define mmA mm2
%define mmB mm3
%define xmmA xmm2
%define xmmB xmm3
%elif RGB_BLUE == 0
%define mmA mm4
%define mmB mm5
%define xmmA xmm4
%define xmmB xmm5
%else
%define mmA mm6
%define mmB mm7
%define xmmA xmm6
%define xmmB xmm7
%endif

%if RGB_RED == 1
%define mmC mm0
%define mmD mm1
%define xmmC xmm0
%define xmmD xmm1
%elif RGB_GREEN == 1
%define mmC mm2
%define mmD mm3
%define xmmC xmm2
%define xmmD xmm3
%elif RGB_BLUE == 1
%define mmC mm4
%define mmD mm5
%define xmmC xmm4
%define xmmD xmm5
%else
%define mmC mm6
%define mmD mm7
%define xmmC xmm6
%define xmmD xmm7
%endif
%if RGB_RED == 2
%define mmE mm0
%define mmF mm1
%define xmmE xmm0
%define xmmF xmm1
%elif RGB_GREEN == 2
%define mmE mm2
%define mmF mm3
%define xmmE xmm2
%define xmmF xmm3
%elif RGB_BLUE == 2
%define mmE mm4
%define mmF mm5
%define xmmE xmm4
%define xmmF xmm5
%else
%define mmE mm6
%define mmF mm7
%define xmmE xmm6
%define xmmF xmm7
%endif

%if RGB_RED == 3
%define mmG mm0
%define mmH mm1
%define xmmG xmm0
%define xmmH xmm1
%elif RGB_GREEN == 3
%define mmG mm2
%define mmH mm3
%define xmmG xmm2
%define xmmH xmm3
%elif RGB_BLUE == 3
%define mmG mm4
%define mmH mm5
%define xmmG xmm4
%define xmmH xmm5
%else
%define mmG mm6
%define mmH mm7
%define xmmG xmm6
%define xmmH xmm7
%endif

;-----------------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
/*
 * wrtarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90/simd/jcolsamp.inc

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

/*
 * wrgif.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in GIF format.
 *
 **************************************************************
 * NOTE: to avoid entanglements with Unisys' patent on LZW compression,  *
 * this code has been modified to output "uncompressed GIF" files.        *
 * There is no trace of the LZW algorithm in this file.                *
 **************************************************************
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

/*
 * This code is loosely based on ppmtogif from the PBMPLUS distribution
 * of Feb. 1991. That file contains the following copyright notice:
 * Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.

Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
Copyright (C) 1989 by Jef Poskanzer.
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copyright notice and this permission notice appear in supporting
documentation. This software is provided "as is" without express or
implied warranty.

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

Found in path(s):
/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrgif.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

This file was part of the Independent JPEG Group's software:
Copyright (C) 1994-2011, Thomas G. Lane, Guido Vollbeding.
Modifications:
Copyright (C) 2010, D. R. Commander.
For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application
program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the
JPEG library. Also see jpeglib.h (the include file to be used by application
programs) for full details about data structures and function parameter lists.
The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface
presented by IJG version 4 and earlier versions. The old design had several
inherent limitations, and it had accumulated a lot of cruft as we added
features while trying to minimize application-interface changes. We have
sacrificed backward compatibility in the version 5 rewrite, but we think the
improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library
---------------------------------

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after
decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:
* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios
We support both 8- and 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use both precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
------------------------

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object
A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the datastream header is a separate step. This is helpful because information about the image's size, colorspace, etc is available when the application selects decompression parameters. For example, the application can choose an output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source manager, which typically will read the data from a file; but other behaviors can be obtained with a custom source manager. Decompressed data is delivered into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation by calling jpeg_abort(); or, if you do not need to retain the JPEG object, simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types. However, they share some common fields, and certain routines such as jpeg_destroy() can work on either type of object.

The JPEG library has no static variables; all state is in the compression or decompression object. Therefore it is possible to process multiple
compression and decompression operations concurrently, using multiple JPEG objects.

Both compression and decompression can be done in an incremental memory-to-
memory fashion, if suitable source/destination managers are used. See the
section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
===================

Data formats
------------

Before diving into procedural details, it is helpful to understand the
image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each
pixel having the same number of "component" or "sample" values (color
channels). You must specify how many components there are and the colorspace
interpretation of the components. Most applications will use RGB data
(three components per pixel) or grayscale data (one component per pixel).
PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.
A remarkable number of people manage to miss this, only to find that their
programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color
or full grayscale (or sometimes another colorspace such as CMYK). You can
feed in a colormapped image by expanding it to full-color format. However
JPEG often doesn't work very well with source data that has been colormapped,
because of dithering noise. This is discussed in more detail in the JPEG FAQ
and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to
right. The component values for each pixel are adjacent in the row; for
array of data type JSAMPLE --- which is typically "unsigned char", unless
you've changed jmorecfg.h. (You can also change the RGB pixel layout, say
to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in
that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of
scanlines; so the scanlines need not be physically adjacent in memory. Even
if you process just one scanline at a time, you must make a one-element
pointer array to conform to this structure. Pointers to JSAMPLE rows are of
type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call.
It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 12. (See "Library compile-time options", later.)

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel value (map index) j. Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (ie, at most 256 colors for an 8-bit JPEG library).

Compression details
--------------------

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.
You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (eg, a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination module which knows how to write to a stdio stream. You can use your own destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio stream beforehand. Typical code for this step looks like:

```
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

WARNING: it is critical that the binary compressed data be delivered to the output file unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3), if that's more convenient. You may not change the destination between calling jpeg_start_compress() and jpeg_finish_compress().
3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following fields in the JPEG object (cinfo structure):

- `image_width`: Width of image, in pixels
- `image_height`: Height of image, in pixels
- `input_components`: Number of color channels (samples per pixel)
- `in_color_space`: Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions of 1 to 64K pixels in either direction. The input color space is typically RGB or grayscale, and `input_components` is 3 or 1 accordingly. (See "Special color spaces", later, for more info.) The `in_color_space` field must be assigned one of the `J_COLOR_SPACE` enum constants, typically `JCS_RGB` or `JCS_GRAYSCALE`.

JPEG has a large number of compression parameters that determine how the image is encoded. Most applications don't need or want to know about all these parameters. You can set all the parameters to reasonable defaults by calling `jpeg_set_defaults()`, then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set `in_color_space` correctly before calling `jpeg_set_defaults()`, because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call `jpeg_start_compress()`. There's no harm in calling `jpeg_set_defaults()` more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```c
    cinfo.image_width = Width; /* image width and height, in pixels */
    cinfo.image_height = Height;
    cinfo.input_components = 3; /* # of color components per pixel */
    cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

    jpeg_set_defaults(&cinfo);
    /* Make optional parameter settings here */
```

4. `jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call `jpeg_start_compress()` to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.
Typical code:

```c
jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called `jpeg_start_compress()`, you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
    jpeg_write_scanlines(...);

Now write all the required image data by calling `jpeg_write_scanlines()` one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass just one or a few scanlines at a time. The expected format for the passed data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec contains some weasel wording about how top and bottom are application-defined terms (a curious interpretation of the English language...) but if you want your files to be compatible with everyone else's, you WILL use top-to-bottom order. If the source data must be read in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application `cjpeg`.

The library maintains a count of the number of scanlines written so far in the `next_scanline` field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data. `example.c` shows the following code for the case of a full-size 2-D source array containing 3-byte RGB pixels:

```c
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */

row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = & image_buffer[cinfo.next_scanline * row_stride];
```
jpeg_write_scanlines(&cinfo, row_pointer, 1);
}

jpeg_write_scanlines() returns the number of scanlines actually written. This will normally be equal to the number passed in, so you can usually ignore the return value. It is different in just two cases:
  * If you try to write more scanlines than the declared image height, the additional scanlines are ignored.
  * If you use a suspending data destination manager, output buffer overrun will cause the compressor to return before accepting all the passed lines. This feature is discussed under "I/O suspension", below. The normal stdio destination manager will NOT cause this to happen. In any case, the return value is the same as the change in the value of next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to complete the compression cycle. This step is ESSENTIAL to ensure that the last bufferload of data is written to the data destination. jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

jpeg_finish_compress(&cinfo);

If using the stdio destination manager, don’t forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you
should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.

Typical code:

jpeg_destroy_compress(&cinfo);

8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.
Decompression details

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

```c
struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);
```

(Both here and in the IJG code, we usually use variable name "cinfo" for both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

```c
FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);
```

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to
put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

```c
jpeg_read_header(&cinfo, TRUE);
```

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.

More complex code is necessary if
* A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.
* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

```c
jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression. For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.
```

If the defaults are appropriate, nothing need be done at this step.
Note that all default values are set by each call to jpeg_read_header(). If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression. You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

- output_width: image width and height, as scaled
- output_height
- out_color_components: # of color components in out_color_space
- output_components: # of color components returned per pixel
- colormap: the selected colormap, if any
- actual_number_of_colors: number of entries in colormap

output_components is 1 (a colormap index) when quantizing colors; otherwise it equals out_color_components. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need output_width * output_components JSAMPLEs per scanline in your output buffer, and a total of output_height scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the
relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
   jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use this variable as the loop counter, so that the loop test looks like "while (cinfo.output_scanline < cinfo.output_height)". (Note that the test should NOT be against image_height, unless you never use scaling. The image_height field is the height of the original unscaled image.)

The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that jpeg_read_scanlines() reads at least one scanline per call, until the bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that jpeg_read_scanlines() fills it. (The current implementation returns only a few scanlines per call, no matter how large a buffer you pass.) So you must always provide a loop that calls jpeg_read_scanlines() repeatedly until the whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to complete the decompression cycle. This causes working memory associated with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);
If using the stdio source manager, don't forget to close the source stdio stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct total number of scanlines. If you wish to abort decompression, call jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as discussed next, or you may use it to decompress another image. In that case return to step 2 or 3 as appropriate. If you do not change the source manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of destroying compression objects applies here too.

Typical code:

jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don't need the JPEG object any more, or jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.
The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end; it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES

Compression parameter selection

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend
you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

`jpeg_set_defaults (j_compress_ptr cinfo)`
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field `in_color_space`, which must already be set in `cinfo`). Many applications will only need to use this routine and perhaps `jpeg_set_quality()`.

`jpeg_set_colorspace (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)`
Sets the JPEG file's colorspace (field `jpeg_color_space`) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call `jpeg_set_colorspace()` before rather than after.

`jpeg_default_colorspace (j_compress_ptr cinfo)`
Selects an appropriate JPEG colorspace based on `cinfo->in_color_space`, and calls `jpeg_set_colorspace()`. This is actually a subroutine of `jpeg_set_defaults()`. It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

`jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)`
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the `force_baseline` parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when `force_baseline` is FALSE, but other decoders may not be.

`jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)`
Same as `jpeg_set_quality()` except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus `scale_factor = 100` reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise.
force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear
scaling percentage. Note that this routine may change or go away
in future releases --- IJG may choose to adopt a scaling method that
can't be expressed as a simple scalar multiplier, in which case the
premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
[libjpeg v7+ API/ABI emulation only]
Set default quantization tables with linear q_scale_factor[] values
(see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl,
    const unsigned int *basic_table,
    int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl
indicates which table slot to fill. basic_table points to an array
of 64 unsigned ints given in normal array order. These values are
multiplied by scale_factor/100 and then clamped to the range 1..65535
(or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected
the basic table to be given in JPEG zigzag order. If you need to
write code that works with either older or newer versions of this
routine, you must check the library version number. Something like
“#if JPEG_LIB_VERSION >= 61” is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is considerably less accurate than the other two; its use is not recommended if high quality is a concern. JDCT_DEFAULT and JDCT_FASTEST are macros configurable by each installation.

```
J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see
"Special color spaces", below, for more info. We recommend using
jpeg_set_color_space() if you want to change these.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables
for the image. This requires an extra pass over the data and
therefore costs a good deal of space and time. The default is
FALSE, which tells the compressor to use the supplied or default
Huffman tables. In most cases optimal tables save only a few percent
of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do
supply will be overwritten.

unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero.
Set restart_interval to specify the exact interval in MCU blocks.
Set restart_in_rows to specify the interval in MCU rows. (If
restart_in_rows is not 0, then restart_interval is set after the
image width in MCUs is computed.) Defaults are zero (no restarts).
One restart marker per MCU row is often a good choice.
NOTE: the overhead of restart markers is higher in grayscale JPEG
files than in color files, and MUCH higher in progressive JPEGs.
If you use restarts, you may want to use larger intervals in those
cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to
an array of scan definition records of length num_scans. The
compressor will then write a JPEG file having one scan for each scan
definition record. This is used to generate noninterleaved or
progressive JPEG files. The library checks that the scan array
defines a valid JPEG scan sequence. (jpeg_simple_progression creates
a suitable scan definition array for progressive JPEG.) This is
discussed further under "Progressive JPEG support".

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for
minimal smoothing to 100 for maximum smoothing. Consult jcsample.c for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and jpeg_set_colors() set this TRUE if a JFIF-legal JPEG color space (ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version
UINT8 JFIF_minor_version
The version number to be written into the JFIF marker.
jpeg_set_defaults() initializes the version to 1.01 (major=minor=1). You should set it to 1.02 (major=1, minor=2) if you plan to write any JFIF 1.02 extension markers.

UINT8 density_unit
UINT16 X_density
UINT16 Y_density
The resolution information to be written into the JFIF marker; not used otherwise. density_unit may be 0 for unknown, 1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1 indicating square pixels of unknown size.

boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and jpeg_set_colors() set this TRUE if JPEG color space RGB, CMYK, or YCCK is selected, otherwise FALSE. It is generally a bad idea to set both write_JFIF_header and write_Adobe_marker. In fact, you probably shouldn't change the default settings at all --- the default behavior ensures that the JPEG file's color space can be recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLs]
Pointers to coefficient quantization tables, one per table slot, or NULL if no table is defined for a slot. Usually these should be set via one of the above helper routines; jpeg_add_quant_table() is general enough to define any quantization table. The other routines will set up table slot 0 for luminance quality and table slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLs]
[libjpeg v7+ API/ABI emulation only]
Linear quantization scaling factors (0-100, default 100) for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] values use "linear" scales, so JPEG quality levels chosen by the user must be converted to these scales using jpeg_quality_scaling(). Here is an example that corresponds to
cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);

  /* Set luminance quality 90. */
  cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
  /* Set chrominance quality 70. */
  cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);

  jpeg_default_qtables(cinfo, force_baseline);

CAUTION: Setting separate quality levels for chrominance and luminance is mainly only useful if chrominance subsampling is disabled. 2x2 chrominance subsampling (AKA "4:2:0") is the default, but you can explicitly disable subsampling as follows:

  cinfo->comp_info[0].v_samp_factor = 1;
  cinfo->comp_info[0].h_samp_factor = 1;

  JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
  JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]

Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.

Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

[jlibjpeg v7+ API/ABI emulation only]
The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

  JDIMENSION jpeg_width Actual dimensions of output image.
  JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.
int component_id
The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h_samp_factor
int v_samp_factor
Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant_tbl_no
Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

int dc_tbl_no
int ac_tbl_no
DC and AC entropy coding table numbers. The default values are 0 for luminance components and 1 for chrominance components.

int component_index
Must equal the component's index in comp_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don’t have to.)

Decompression parameter selection
-----------------------------------
Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see “Abbreviated datastreams”, below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application’s use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg_read_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image_widthWidth and height of image
JDIMENSION image_height
int num_components
Number of color components

J_COLOR_SPACE jpeg_color_space
Colorspace of image

boolean saw_JFIF_marker
TRUE if a JFIF APP0 marker was seen

UINT8 JFIF_major_version
Version information from JFIF marker

UINT8 JFIF_minor_version

UINT8 density_unit
Resolution data from JFIF marker

UINT16 X_density

UINT16 Y_density

boolean saw_Adobe_marker
TRUE if an Adobe APP14 marker was seen

UINT8 Adobe_transform
Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG
standard proper does not provide a way to record it. In practice most files
adhere to the JFIF or Adobe conventions, and the decoder will recognize these
correctly. See "Special color spaces", below, for more info.

The decompression parameters that determine the basic properties of the
returned image are:

J_COLOR_SPACE out_color_space
Output color space. jpeg_read_header() sets an appropriate default
based on jpeg_color_space; typically it will be RGB or grayscale.
The application can change this field to request output in a different
colorspace. For example, set it to JCS_GRAYSCALE to get grayscale
output from a color file. (This is useful for previewing: grayscale
output is faster than full color since the color components need not
be processed.) Note that not all possible color space transforms are
currently implemented; you may need to extend jdcolor.c if you want an
unusual conversion.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is
1/1, or no scaling. Currently, the only supported scaling ratios
are M/8 with all M from 1 to 16, or any reduced fraction thereof (such
as 1/2, 3/4, etc.) (The library design allows for arbitrary
scaling ratios but this is not likely to be implemented any time soon.)
Smaller scaling ratios permit significantly faster decoding since
fewer pixels need be processed and a simpler IDCT method can be used.

boolean quantize_colors
If set TRUE, colormapped output will be delivered. Default is FALSE,
meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize_colors is TRUE.

int desired_number_of_colors
Maximum number of colors to use in generating a library-supplied color
map (the actual number of colors is returned in a different field).
Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color
map for the image. This usually looks a lot better than the one-size-
fits-all colormap that is used otherwise. Default is TRUE. Ignored
when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE
do nothing: fast, very low quality
JDITHER_ORDERED
ordered dither: moderate speed and quality
JDITHER_FS
Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented
only in the single-pass, standard-colormap case. If you ask for
ordered dither when two_pass_quantize is TRUE or when you supply
an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next
two fields. colormap is set to NULL by jpeg_read_header(). The application
can supply a color map by setting colormap non-NULL and setting
actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress()
selects a suitable color map and sets these two fields itself.
[Implementation restriction: at present, an externally supplied colormap is
only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components
rows and actual_number_of_colors columns. Ignored if not quantizing.
CAUTION: if the JPEG library creates its own colormap, the storage
pointed to by this field is released by jpeg_finish_decompress().
Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are the same
as described above for compression.

boolean do_fancy_upsampling
If TRUE, do careful upsampling of chroma components. If FALSE,
a faster but sloppier method is used. Default is TRUE. The visual
impact of the sloppier method is often very small.
boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding
progressive JPEG files; if FALSE, not. Default is TRUE. Early
progression stages look "fuzzy" with smoothing, "blocky" without.
In any case, block smoothing ceases to be applied after the first few
AC coefficients are known to full accuracy, so it is relevant only
when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is
described in its own section below.

The output image dimensions are given by the following fields. These are
computed from the source image dimensions and the decompression parameters
by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings.
This can be useful if you are trying to pick a scaling ratio that will get
close to a desired target size. It's also important if you are using the
JPEG library's memory manager to allocate output buffer space, because you
are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width Actual dimensions of output image.
JDIMENSION output_height
int out_color_components Number of color components in out_color_space.
    int output_components Number of color components returned.
    int rec_outbuf_height Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map
index per pixel. Otherwise it equals out_color_components. The output arrays
are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the
buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the
library will still work, but time will be wasted due to unnecessary data
copying. In high-quality modes, rec_outbuf_height is always 1, but some
faster, lower-quality modes set it to larger values (typically 2 to 4).
If you are going to ask for a high-speed processing mode, you may as well
go to the trouble of honoring rec_outbuf_height so as to avoid data copying.
(An output buffer larger than rec_outbuf_height lines is OK, but won't
provide any material speed improvement over that height.)

Special color spaces
---------------------
The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing de-facto JPEG file format standards specify YCbCr or grayscale data (JFIF), or grayscale, RGB, YCbCr, CMYK, or YCCK (Adobe). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <-> YCbCr and CMYK <-> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field in_color_space. This is transformed to the JPEG file's color space given by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color space depending on in_color_space, but you can override this by calling jpeg_set_colorsace(). Of course you must select a supported transformation.
jccolor.c currently supports the following transformations:
RGB => YCbCr
RGB => GRAYSCALE
YCbCr => GRAYSCALE
CMYK => YCCK
plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB,
YCbCr => YCbCr, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The de-facto file format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the de-facto standards. jpeg_set_colorsace() will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space.
For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting in_color_space and jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for jpeg_set_colorsace(), in jcparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space, and this is transformed to the output color space out_color_space.
jpeg_read_header's setting of jpeg_color_space can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a
guess. If you know the JPEG file's color space for certain, you can override
jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also
selects a default output color space based on (its guess of) jpeg_color_space;
set out_color_space to override this. Again, you must select a supported
transformation. jdcolor.c currently supports
YCbCr => RGB
YCbCr => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK
as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an
application can force grayscale JPEGs to look like color JPEGs if it only
wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data
(it weights distances appropriately for RGB colors). You'll need to modify
the code if you want to use it for non-RGB output color spaces. Note that
jquant2.c is used to map to an application-supplied colormap as well as for
the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG
files: 0 represents 100% ink coverage, rather than 0% ink as you'd expect.
This is arguably a bug in Photoshop, but if you need to work with Photoshop
CMYK files, you will have to deal with it in your application. We cannot
"fix" this in the library by inverting the data during the CMYK<=YCCK
transform, because that would break other applications, notably Ghostscript.
Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK
data in the same inverted-YCCK representation used in bare JPEG files, but
the surrounding PostScript code performs an inversion using the PS image
operator. I am told that Photoshop 3.0 will write uninvetred YCCK in
EPS/JPEG files, and will omit the PS-level inversion. (But the data
polarity used in bare JPEG files will not change in 3.0.) In either case,
the JPEG library must not invert the data itself, or else Ghostscript would
read these EPS files incorrectly.

Error handling
--------------

When the default error handler is used, any error detected inside the JPEG
routines will cause a message to be printed on stderr, followed by exit().
You can supply your own error handling routines to override this behavior
and to control the treatment of nonfatal warnings and trace/debug messages.
The file example.c illustrates the most common case, which is to have the
application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through
the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a
damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating
the importance of the message; you can control the verbosity of the
program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module
(jerror.c) with your own code. However, you can avoid code duplication by
only replacing some of the routines depending on the behavior you need.
This is accomplished by calling jpeg_std_error() as usual, but then overriding
some of the method pointers in the jpeg_error_mgr struct, as illustrated by
example.c.

All of the error handling routines will receive a pointer to the JPEG object
(a j_common_ptr which points to either a jpeg_compress_struct or a
jpeg_decompress_struct; if you need to tell which, test the is_decompressor
field). This struct includes a pointer to the error manager struct in its
"err" field. Frequently, custom error handler routines will need to access
additional data which is not known to the JPEG library or the standard error
handler. The most convenient way to do this is to embed either the JPEG
object or the jpeg_error_mgr struct in a larger structure that contains
additional fields; then casting the passed pointer provides access to the
additional fields. Again, see example.c for one way to do it. (Beginning
with IJG version 6b, there is also a void pointer "client_data" in each
JPEG object, which the application can also use to find related data.
The library does not touch client_data at all.)

The individual methods that you might wish to override are:

error_exit (j_common_ptr cinfo)
Receives control for a fatal error. Information sufficient to
generate the error message has been stored in cinfo->err; call
output_message to display it. Control must NOT return to the caller;
generally this routine will exit() or longjmp() somewhere.
Typically you would override this routine to get rid of the exit()
default behavior. Note that if you continue processing, you should
clean up the JPEG object with jpeg_abort() or jpeg_destroy().

output_message (j_common_ptr cinfo)
Actual output of any JPEG message. Override this to send messages
somewhere other than stderr. Note that this method does not know
how to generate a message, only where to send it.

format_message (j_common_ptr cinfo, char * buffer)
Constructs a readable error message string based on the error info
stored in cinfo->err. This method is called by output_message. Few
applications should need to override this method. One possible
reason for doing so is to implement dynamic switching of error message language.

etem_message (j_common_ptr cinfo, int msg_level)
Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won't have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cderror.h).

Actual invocation of the error handler is done via macros defined in jerror.h: ERREXITn(...) for fatal errors
WARNMSn(...) for corrupt-data warnings
TRACEMSn(...) for trace and informational messages.
These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)
------------------------------------------------------------

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdout stream, but you can provide your own manager to

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do something else. Similarly, the decompression library calls a "source
manager" to obtain the compressed data; you can provide your own source
manager if you want the data to come from somewhere other than a memory
buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the
destination or source manager provides a work buffer, and the library invokes
the manager only when the buffer is filled or emptied. (You could define a
one-character buffer to force the manager to be invoked for each byte, but
that would be rather inefficient.) The buffer's size and location are
controlled by the manager, not by the library. For example, the memory
source manager just makes the buffer pointer and length point to the original
data in memory. In this case the buffer-reload procedure will be invoked
only if the decompressor ran off the end of the datastream, which would
indicate an erroneous datastream.

The work buffer is defined as an array of datatype JOCTET, which is generally
"char" or "unsigned char". On a machine where char is not exactly 8 bits
wide, you must define JOCTET as a wider data type and then modify the data
source and destination modules to transcribe the work arrays into 8-bit units
on external storage.

A data destination manager struct contains a pointer and count defining the
next byte to write in the work buffer and the remaining free space:

JOCTET * next_output_byte; /* => next byte to write in buffer */
size_t free_in_buffer; /* # of byte spaces remaining in buffer */

The library increments the pointer and decrements the count until the buffer
is filled. The manager's empty_output_buffer method must reset the pointer
and count. The manager is expected to remember the buffer's starting address
and total size in private fields not visible to the library.

A data destination manager provides three methods:

init_destination (j_compress_ptr cinfo)
Initialize destination. This is called by jpeg_start_compress()
before any data is actually written. It must initialize
next_output_byte and free_in_buffer. free_in_buffer must be
initialized to a positive value.

empty_output_buffer (j_compress_ptr cinfo)
This is called whenever the buffer has filled (free_in_buffer
reaches zero). In typical applications, it should write out the
*entire* buffer (use the saved start address and buffer length;
ignore the current state of next_output_byte and free_in_buffer).
Then reset the pointer & count to the start of the buffer, and
return TRUE indicating that the buffer has been dumped.
free_in_buffer must be set to a positive value when TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).

term_destination (j_compress_ptr cinfo)
Terminate destination --- called by jpeg_finish_compress() after all data has been written. In most applications, this must flush any data remaining in the buffer. Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.

term_destination() is NOT called by jpeg_abort() or jpeg_destroy(). If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination managers.

Decompression source managers follow a parallel design, but with some additional framishes. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */

The library increments the pointer and decrements the count until the buffer is emptied. The manager's fill_input_buffer method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

init_source (j_decompress_ptr cinfo)
Initialize source. This is called by jpeg_read_header() before any data is actually read. Unlike init_destination(), it may leave bytes_in_buffer set to 0 (in which case a fill_input_buffer() call will occur immediately).

fill_input_buffer (j_decompress_ptr cinfo)
This is called whenever bytes_in_buffer has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of next_input_byte and bytes_in_buffer), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded.
It is not necessary to fill the buffer entirely, only to obtain at least one more byte. bytes_in_buffer MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

skip_input_data (j_decompress_ptr cinfo, long num_bytes)
Skip num_bytes worth of data. The buffer pointer and count should be advanced over num_bytes input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. bytes_in_buffer may be zero on return. A zero or negative skip count should be treated as a no-op.

resync_to_restart (j_decompress_ptr cinfo, int desired)
This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, jpeg_resync_to_restart(). However, if you are able to back up in the input data stream, or if you have a-priori knowledge about the likely location of restart markers, you may be able to do better. Read the read_restart_marker() and jpeg_resync_to_restart() routines in jdmarker.c if you think you'd like to implement your own resync procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing as an EOF return. If the end of the file has been reached, the routine has a choice of exiting via ERREXIT() or inserting fake data into the buffer. In most cases, generating a warning message and inserting a fake EOI marker is the best course of action --- this will allow the decompressor to output however much of the image is there. In pathological cases, the decompressor may swallow the EOI and again demand data ... just keep feeding it fake EOIs. jdatasrc.c illustrates the recommended error recovery behavior.

term_source() IS NOT called by jpeg_abort() or jpeg_destroy(). If you want the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "src" field of the JPEG decompression object. This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.
For more information, consult the memory and stdio source and destination managers in jdatasrc.c and jdatadst.c.

I/O suspension
--------------

Some applications need to use the JPEG library as an incremental memory-to-memory filter: when the compressed data buffer is filled or emptied, they want control to return to the outer loop, rather than expecting that the buffer can be emptied or reloaded within the data source/destination manager subroutine. The library supports this need by providing an "I/O suspension" mode, which we describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the maximum amount of time spent in any one call to the library, so it will not eliminate response-time problems in single-threaded applications. If you need guaranteed response time, we suggest you "bite the bullet" and implement a real multi-tasking capability.

To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.
Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:
* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.
* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but for safety's sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:
* jpeg_read_header(): will return JPEG_SUSPENDED.
* jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
* jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
* jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a
convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more common case where a non-suspending source manager is used.)

If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling skip_input_data(). In the former case,
suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on skip_input_data's shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having empty_output_buffer() or fill_input_buffer() set the pointer and count to reference the next available buffer; FALSE is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when FALSE is returned could back up into an earlier buffer. For example, when fill_input_buffer() is called, the current pointer & count indicate the backtrack restart point. Since fill_input_buffer() will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to fill_input_buffer() occurs in the same library call, and no additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then the correct restart point is the saved position in the prior buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support

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Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.
The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.) When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of
a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here “multi-scan” means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode
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In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE; /* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
  adjust output decompression parameters if required
  jpeg_start_output(); /* start a new output pass */
  for (all scanlines in image) {
    jpeg_read_scanlines()
    display scanlines
  }
  jpeg_finish_output(); /* terminate output pass */
}
jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.
The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically
while (! jpeg_input_complete(&cinfo))
and the start-output call should read
jpeg_start_output(&cinfo, cinfo.input_scan_number);
The second parameter to jpeg_start_output() indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and jpeg_finish_output() advances to the next scan or end-of-image marker (hence input_scan_number will be incremented by the time control arrives back at jpeg_start_output()). With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color quantization for display passes made while the image is arriving, followed by a final display pass using two-pass quantization for highest quality. This is done by changing the library parameters before the final output pass. Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such until after it is read, so a post-input display pass is the best approach if you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can cause the library to decode input data in advance of what's needed to produce output. This is done by calling the routine jpeg_consume_input(). The return value is one of the following:
JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
JPEG_REACHED_EOI: reached the EOI marker (end of image)
JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
JPEG_SUSPENDED: suspended before completing any of the above
(JPEG_SUSPENDED can occur only if a suspending data source is used.) This routine can be called at any time after initializing the JPEG object. It reads some additional data and returns when one of the indicated significant events occurs. (If called after the EOI marker is reached, it will immediately return JPEG_REACHED_EOI without attempting to read more data.)
The library's output processing will automatically call `jpeg_consume_input()` whenever the output processing overtakes the input; thus, simple lockstep display requires no direct calls to `jpeg_consume_input()`. But by adding calls to `jpeg_consume_input()`, you can absorb data in advance of what is being displayed. This has two benefits:

* You can limit buildup of unprocessed data in your input buffer.
* You can eliminate extra display passes by paying attention to the state of the library's input processing.

The first of these benefits only requires interspersing calls to `jpeg_consume_input()` with your display operations and any other processing you may be doing. To avoid wasting cycles due to backtracking, it's best to call `jpeg_consume_input()` only after a hundred or so new bytes have arrived. This is discussed further under “I/O suspension”, above. (Note: the JPEG library currently is not thread-safe. You must not call `jpeg_consume_input()` from one thread of control if a different library routine is working on the same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available before you start a new output pass, you may as well skip the output pass corresponding to the completed scan. This occurs for free if you pass `cinfo.input_scan_number` as the target scan number to `jpeg_start_output()`. The `input_scan_number` field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling `jpeg_start_output()`: call `jpeg_consume_input()` repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to `jpeg_start_output()` is saved in the `cinfo.output_scan_number` field. The library's output processing calls `jpeg_consume_input()` whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what `jpeg_start_decompress()` does when you don't select buffered-image mode.)

When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than zero.)
When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is something like this:

```c
do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (! final_pass);
```

rather than quitting as soon as jpeg_input_complete() returns TRUE. This arrangement makes it simple to use higher-quality decoding parameters for the final pass. But if you don't want to use special parameters for the final pass, the right loop logic is like this:

```c
for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}
```

In this case you don't need to know in advance whether an output pass is to be the last one, so it's not necessary to have reached EOF before starting the final output pass; rather, what you want to test is whether the output pass was performed in sync with the final input scan. This form of the loop will avoid an extra output pass whenever the decoder is able (or nearly able)
to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass, then find that much or all of the file has arrived before you can complete the pass. (You can detect this by noting the JPEG_REACHED_EOI return code from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().) In this situation you may wish to abort the current display pass and start a new one using the newly arrived information. To do so, just call jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete scan arrives during an output pass; this can be detected by noting JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This idea should be employed with caution, however, since the display process might never get to the bottom of the image before being aborted, resulting in the lower part of the screen being several passes worse than the upper. In most cases it's probably best to abort an output pass only if the whole file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using the current input scan number for the output target scan number; if a higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEG_REACHED_SOS or JPEG_REACHED_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:
* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).
jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output().
  For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output();
  of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst case would result in an out-of-memory failure.
* do_block_smoothing can be changed before each call to jpeg_start_output().
  This setting is relevant only when decoding a progressive JPEG image.
  During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.
* Color quantization mode can be changed under the rules described below.
  You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:
1. Single-pass quantization to a fixed color cube.
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.
2. Single-pass quantization to an application-supplied colormap.
   Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.
3. Two-pass quantization to a colormap chosen specifically for the image.
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
   (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!)

These methods offer successively better quality and lesser speed. However,
only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.) You do this by setting one or more of these three cinfo fields to TRUE:

- enable_1pass_quant: Fixed color cube colormap
- enable_external_quant: Externally-supplied colormap
- enable_2pass_quant: Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:

1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external colormap than was used on the prior pass, you must call jpeg_new_colormap() after setting cinfo.colormap.

NOTE: if you want to use the same colormap as was used in the prior pass, you should not do either of these things. This will save some nontrivial switchover costs.

(These requirements exist because cinfo.colormap will always be non-NULL after completing a prior output pass, since both the 1-pass and 2-pass quantizers set it to point to their output colormaps. Thus you have to do one of these two things to notify the library that something has changed. Yup, it's a bit klugy, but it's necessary to do it this way for backwards compatibility.)

Note that in buffered-image mode, the library generates any requested colormap during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the buffered image to determine the optimum color map; it therefore may take a significant amount of time, whereas ordinarily it does little work. The progress monitor hook is called during this pass, if defined. It is also important to realize that if the specified target scan number is greater than or equal to the current input scan number, jpeg_start_output() will attempt to consume input as it makes this pass. If you use a suspending data source, you need to check for a FALSE return from jpeg_start_output() under these conditions. The combination of 2-pass quantization and a not-yet-fully-read target scan is the only case in which jpeg_start_output() will consume input.
Application authors who support buffered-image mode may be tempted to use it for all JPEG images, even single-scan ones. This will work, but it is inefficient: there is no need to create an image-sized coefficient buffer for single-scan images. Requesting buffered-image mode for such an image wastes memory. Worse, it can cost time on large images, since the buffered data has to be swapped out or written to a temporary file. If you are concerned about maximum performance on baseline JPEG files, you should use buffered-image mode only when the incoming file actually has multiple scans. This can be tested by calling jpeg_has_multiple_scans(), which will return a correct result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input processing get ahead of output processing, the resulting pattern of access to the coefficient buffer is quite nonsequential. It's best to use the memory manager jmemnobs.c if you can (ie, if you have enough real or virtual main memory). If not, at least make sure that max_memory_to_use is set as high as possible. If the JPEG memory manager has to use a temporary file, you will probably see a lot of disk traffic and poor performance. (This could be improved with additional work on the memory manager, but we haven’t gotten around to it yet.)

In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images

-------------------------------------------

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the “create” and “destroy” operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.
A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:

* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer’s responsibility to figure out how to associate the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field "sent_table", which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpegSuppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.
To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data...
jpeg_finish_compress(&cinfo);

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set optimize_coding = TRUE when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See jpeg_copy_critical_parameters() for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

---

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if (cinfo.quant_tbl_ptrs[n] == NULL)
cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL */
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}

Code to load a fixed Huffman table is typically (for AC table "n"):

if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL */
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}

(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a
constant JQUANT_TBL object is not safe. If the incoming file happened to
contain a quantization table definition, your master table would get
overwritten! Instead allocate a working table copy and copy the master table
into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than
hard-wiring them into your application. The jpeg_read_header() call is
sufficient to read a tables-only file. You must pass a second parameter of
FALSE to indicate that you do not require an image to be present. Thus, the
typical scenario is

create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains
an image or just tables. In that case, pass FALSE and check the return value
from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found,
JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value, JPEG_SUSPENDED, is possible when using a suspending data source manager.)

Note that jpeg_read_header() will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated ones by passing FALSE to jpeg_start_compress().

Special markers
---------------

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data. Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized -- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers. (NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you
not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and before the first call to jpeg_write_scanlines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by comment_text:

```c
jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
```

If it's not convenient to store all the marker data in memory at once, you can instead call jpeg_write_m_header() followed by multiple calls to jpeg_write_m_byte(). If you do it this way, it's your responsibility to call jpeg_write_m_byte() exactly the number of times given in the length parameter to jpeg_write_m_header(). (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read. The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it’s been processed.

For either method, you’d normally set up marker handling after creating a decompression object and before calling jpeg_read_header(), because the markers of interest will typically be near the head of the file and so will be scanned by jpeg_read_header. Once you’ve established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call jpeg_save_markers(cinfo, marker_code, length_limit) where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n. (To arrange to save all the special marker types, you need to call this routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than length_limit data bytes, only length_limit bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set length_limit to 0xFFFF; that is enough since marker lengths are only 16 bits. As a special case, setting length_limit to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by following the cinfo->marker_list pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn’t ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed length_limit for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which jpeg_read_header stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing jpeg_read_header, to ensure that the max_memory_to_use setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call jpeg_finish_decompress or
jpeg_abort, at which point the memory is freed and the list is set to empty. (jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by malloc() limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling jpeg_set_marker_processor(). A marker processor routine must have the signature

```
boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)
```

Although the marker code is not explicitly passed, the routine can find it in cinfo->unread_marker. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are using a suspending data source and it tells you to suspend. See the standard marker processors in jdmarker.c for appropriate coding methods if you need to use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to recognize JFIF and Adobe markers if you want colorspace recognition to occur properly. We recommend copying and extending the default processors if you want to do that. (A better idea is to save these marker types for later examination by calling jpeg_save_markers(); that method doesn't interfere with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive --- if you call one it overrides any previous call to the other, for the particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c. Also, see jpegtran.c for an example of using jpeg_save_markers.

---

Raw (downsampled) image data

Some applications need to supply already-downsampled image data to the JPEG compressor, or to receive raw downsampled data from the decompressor. The library supports this requirement by allowing the application to write or read raw data, bypassing the normal preprocessing or postprocessing steps. The interface is different from the standard one and is somewhat harder to
use. If your interest is merely in bypassing color conversion, we recommend that you use the standard interface and simply set jpeg_color_space = in_color_space (or jpeg_color_space = out_color_space for decompression).

The mechanism described in this section is necessary only to supply or receive downsampled image data, in which not all components have the same dimensions.

To compress raw data, you must supply the data in the colorspace to be used in the JPEG file (please read the earlier section on Special color spaces) and downsampled to the sampling factors specified in the JPEG parameters. You must supply the data in the format used internally by the JPEG library, namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one color component. This structure is necessary since the components are of different sizes. If the image dimensions are not a multiple of the MCU size, you must also pad the data correctly (usually, this is done by replicating the last column and/or row). The data must be padded to a multiple of a DCT block in each component: that is, each downsamples row must contain a multiple of 8 valid samples, and there must be a multiple of 8 sample rows for each component. (For applications such as conversion of digital TV images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:
* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorsapce() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*DCTSIZE sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*DCTSIZE, and the return value will
be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as
\[
cinfo->comp_info[i].width_in_blocks*DCTSIZE \text{ samples per row}
\]
\[
cinfo->comp_info[i].height_in_blocks*DCTSIZE \text{ rows in image}
\]
after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCTSIZE samples. An example may help here. Assume 2h2v downsampling of YCbCr data, that is
\[
cinfo->comp_info[0].h_samp_factor = 2 \text{ for Y}
\]
\[
cinfo->comp_info[0].v_samp_factor = 2
\]
\[
cinfo->comp_info[1].h_samp_factor = 1 \text{ for Cb}
\]
\[
cinfo->comp_info[1].v_samp_factor = 1
\]
\[
cinfo->comp_info[2].h_samp_factor = 1 \text{ for Cr}
\]
\[
cinfo->comp_info[2].v_samp_factor = 1
\]
and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downsampled_width = 101 and width_in_blocks = 13 for Y, downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13*8 = 104 columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg_write_raw_data() will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for rescaling or color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before
jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to verify that the color space and sampling factors are ones you can handle. Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a buffer of at least max_v_samp_factor*DCTSIZE scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, jpeg_read_raw_data() will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients

It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().
When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder's coefficient arrays during a normal decode cycle in buffered-image mode. This fram mish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by jpeg_read_coefficients(), or allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, jpeg_write_coefficients() is substituted for jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is:

* Create compression object
* Set all compression parameters as necessary
* Request virtual arrays if needed
* jpeg_write_coefficients()
* jpeg_finish_compress()
* Destroy or re-use compression object

jpeg_write_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before jpeg_write_coefficients() is called. A side-effect of jpeg_write_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg_write_coefficients(). The data is actually written out when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg_copy_critical_parameters(). This routine initializes all the compression parameters to default values (like jpeg_set_defaults()), then copies the critical information from a source decompression object.
The decompression object should have just been used to read the entire
JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object
as needing to be written to the output file (thus, it acts like
jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid
emitting abbreviated JPEG files by accident. If you really want to emit an
abbreviated JPEG file, call jpeg Suppress_tables(), or set the tables’
individual sent_table flags, between calling jpeg_write_coefficients() and
jpeg_finish_compress().

Progress monitoring
-------------------

Some applications may need to regain control from the JPEG library every so
often. The typical use of this feature is to produce a percent-done bar or
other progress display. (For a simple example, see cjpeg.c or djpeg.c.)
Although you do get control back frequently during the data-transferring pass
(the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes
will occur inside jpeg_finish_compress or jpeg_start_decompress; those
routines may take a long time to execute, and you don’t get control back
until they are done.

You can define a progress-monitor routine which will be called periodically
by the library. No guarantees are made about how often this call will occur,
so we don't recommend you use it for mouse tracking or anything like that.
At present, a call will occur once per MCU row, scanline, or sample row
group, whichever unit is convenient for the current processing mode; so the
wider the image, the longer the time between calls. During the data
transferring pass, only one call occurs per call of jpeg_read_scanlines or
jpeg_write_scanlines, so don't pass a large number of scanlines at once if
you want fine resolution in the progress count. (If you really need to use
the callback mechanism for time-critical tasks like mouse tracking, you could
insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr,
fill in its progress_monitor field with a pointer to your callback routine,
and set cinfo->progress to point to the struct. The callback will be called
whenever cinfo->progress is non-NULL. (This pointer is set to NULL by
jpeg_create_compress or jpeg_create_decompress; the library will not change
it thereafter. So if you allocate dynamic storage for the progress struct,
maker sure it will live as long as the JPEG object does. Allocating from the
JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You
can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:
long pass_counter;/* work units completed in this pass */
long pass_limit;/* total number of work units in this pass */
int completed_passes;/* passes completed so far */
int total_passes;/* total number of passes expected */

During any one pass, pass_counter increases from 0 up to (not including) pass_limit; the step size is usually but not necessarily 1. The pass_limit value may change from one pass to another. The expected total number of passes is in total_passes, and the number of passes already completed is in completed_passes. Thus the fraction of work completed may be estimated as

\[
\frac{\text{completed_passes} + \frac{\text{pass_counter}}{\text{pass_limit}}}{\text{total_passes}}
\]

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, pass_limit can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way to know how many output passes will be demanded of it. Currently, the library sets total_passes based on the assumption that there will be one more output pass if the input file end hasn't yet been read (jpeg_input_complete() isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that total_passes will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management
-------------------

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use malloc() and free() for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by jpeg_finish_compress, jpeg_finish_decompress, or jpeg_abort. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
Use JPOOL_PERMANENT to get storage that lasts as long as the JPEG object.
Use alloc_large instead of alloc_small for anything bigger than a few Kbytes.
There are also alloc_sarray and alloc_barray routines that automatically
build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the
image's width, but not on its height, because the library ordinarily works
with "strip" buffers that are as wide as the image but just a few rows high.
Some operating modes (eg, two-pass color quantization) require full-image
buffers. Such buffers are treated as "virtual arrays": only the current strip
need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (jmemnobs.c), then no
temporary files are used; virtual arrays are simply malloc()'d. Images bigger
than memory can be processed only if your system supports virtual memory.
The other memory manager back ends support temporary files of various flavors
and thus work in machines without virtual memory. They may also be useful on
Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for
its virtual arrays just big enough to stay within a "maximum memory" setting.
Your application can set this limit by setting cinfo->mem->max_memory_to_use
after creating the JPEG object. (Of course, there is still a minimum size for
the buffers, so the max-memory setting is effective only if it is bigger than
the minimum space needed.) If you allocate any large structures yourself, you
must allocate them before jpeg_start_compress() or jpeg_start_decompress() in
order to have them counted against the max memory limit. Also keep in mind
that space allocated with alloc_small() is ignored, on the assumption that
it's too small to be worth worrying about; so a reasonable safety margin
should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is
important to clean up the JPEG object properly to ensure that the temporary
files get deleted. (This is especially crucial with jmemdos.c, where the
"temporary files" may be extended-memory segments; if they are not freed,
DOS will require a reboot to recover the memory.) Thus, with these memory
managers, it's a good idea to provide a signal handler that will trap any
early exit from your program. The handler should call either jpeg_abort() or
jpeg_destroy() for any active JPEG objects. A handler is not needed with
jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either,
since the C library is supposed to take care of deleting files made with
tmpfile().

Memory usage
----------
Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.

The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options
--------------------------------

A number of compile-time options are available by modifying jmorecfg.h.
The JPEG standard provides for both the baseline 8-bit DCT process and a 12-bit DCT process. The IJG code supports 12-bit lossy JPEG if you define BITS_IN_JSAMPLE as 12 rather than 8. Note that this causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data. The sample applications cjpeg and djpeg can support 12-bit mode only for PPM and GIF file formats; you must disable the other file formats to compile a 12-bit cjpeg or djpeg. (install.txt has more information about that.) At present, a 12-bit library can handle *only* 12-bit images, not both precisions. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that a 12-bit library always compresses in Huffman optimization mode, in order to generate valid Huffman tables. This is necessary because our default Huffman tables only cover 8-bit data. If you need to output 12-bit files in one pass, you'll have to supply suitable default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 12-bit.

The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?
Portability considerations
--------------------------

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that:
- char is at least 8 bits wide
- short is at least 16 bits wide
- int is at least 16 bits wide
- long is at least 32 bits wide

(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the
first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmoredcfg.h, and jincludse.h.

Notes for MS-DOS implementors
--------------------------------

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table).

Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (e.g., about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.
TurboJPEG Java Wrapper

The TurboJPEG shared library can optionally be built with a Java Native Interface wrapper, which allows the library to be loaded and used directly from Java applications. The Java front end for this is defined in several classes located under org/libjpegturbo/turbojpeg. The source code for these Java classes is licensed under a BSD-style license, so the files can be incorporated directly into both open source and proprietary projects without restriction. A Java archive (JAR) file containing these classes is also shipped with the “official” distribution packages of libjpeg-turbo.

TJExample.java, which should also be located in the same directory as this README file, demonstrates how to use the TurboJPEG Java API to compress and decompress JPEG images in memory.

Performance Pitfalls

The TurboJPEG Java API defines several convenience methods that can allocate image buffers or instantiate classes to hold the result of compress, decompress, or transform operations. However, if you use these methods, then be mindful of the amount of new data you are creating on the heap. It may be necessary to manually invoke the garbage collector to prevent heap exhaustion or to prevent performance degradation. Background garbage collection can kill performance, particularly in a multi-threaded environment (Java pauses all threads when the GC runs.)

The TurboJPEG Java API always gives you the option of pre-allocating your own source and destination buffers, which allows you to re-use those buffers for compressing/decompressing multiple images. If the image sequence you are compressing or decompressing consists of images of the same size, then pre-allocating the buffers is recommended.

Installation Directory

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/README
No license file was found, but licenses were detected in source scan.

/*
 * jdcolext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009, 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains output colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolext.c
No license file was found, but licenses were detected in source scan.

/*
 * cdjpeg.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains common declarations for the sample applications
cjpeg and djpeg. It is NOT used by the core JPEG library.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cdjpeg.h
No license file was found, but licenses were detected in source scan.

; For conditions of distribution and use, see copyright notice in jsimdext.inc
; for more details.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxfst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfmmxfst.asm
No license file was found, but licenses were detected in source scan.

/*
 * jsimddct.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimddct.h

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/*
 * jcmarker.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmarker.c

No license file was found, but licenses were detected in source scan.
/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 *   * pool-based allocation and freeing of memory;
 *   * policy decisions about how to divide available memory among the
 *     virtual arrays;
 *   * control logic for swapping virtual arrays between main memory and
 *     backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
 * memory so that backing storage will never be used, much of the virtual
 * array control logic could be removed. (Of course, if you have that much
 * memory then you shouldn't care about a little bit of unused code...)
 */

Found in path(s):
 * /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemmgr.c
No license file was found, but licenses were detected in source scan.

/*
 * jidctflt.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
on each row (or vice versa, but it's more convenient to emit a row at
a time). Direct algorithms are also available, but they are much more
complex and seem not to be any faster when reduced to code.

This implementation is based on Arai, Agui, and Nakajima's algorithm for
scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
Japanese, but the algorithm is described in the Pennebaker & Mitchell
JPEG textbook (see REFERENCES section in file README). The following code
is based directly on figure 4-8 in P&M.

While an 8-point DCT cannot be done in less than 11 multiplies, it is
possible to arrange the computation so that many of the multiplies are
simple scalings of the final outputs. These multiplies can then be
folded into the multiplications or divisions by the JPEG quantization
table entries. The AA&N method leaves only 5 multiplies and 29 adds
to be done in the DCT itself.

The primary disadvantage of this method is that with a fixed-point
implementation, accuracy is lost due to imprecise representation of the
scaled quantization values. However, that problem does not arise if
we use floating point arithmetic.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctflt.c
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjbench.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/tjunittest.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg.c
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/turbojpeg.h
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/TJBench.java
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*
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*
* Based on the x86 SIMD extension for IJG JPEG library,
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*
* This file contains stubs for when there is no SIMD support available.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c
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* 
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* 
* Based on the x86 SIMD extension for IJG JPEG library,
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* 
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on
* ARM architecture.
* 
* Based on the stubs from 'jsimd_none.c'
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_arm.c

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libjpeg-turbo note: This image was extracted from the 8-bit nightshot_iso_100 image. The original can be downloaded at the link below.

The New Image Compression Test Set - Jan 2008
http://www.imagecompression.info/test_images

The images historically used for compression research (lena, barbra, pepper etc...) have outlived their useful life and its about time they become a part of history only. They are too small, come from data sources too old and are available in only 8-bit precision.

These images have been carefully selected to aid in image compression algorithm research and evaluation. These are photographic images chosen to come from a wide variety of sources and each one picked to stress different aspects of algorithms. Images are available in 8-bit, 16-bit and 16-bit linear variations, RGB and gray.

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Acknowledgments: A lot of people contributed a lot of time and effort in making this test set possible. Thanks to everyone who voiced their opinion in any of the discussions online. Thanks to Axel Becker, Thomas Richter and Niels Frhling for their extensive help in picking images, running all the various tests etc... Thanks to Pete Fraser, Tony Story, Wayne J. Cosshall, David Coffin, Bruce Lindbloom and raw.fotosite.pl for the images which make up this set.

Sachin Garg [India]
sachingarg@c10n.info


Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-
1.2.90/testimages/nightshot_iso_100.txt
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 * jfdctfst.c
 *
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 *
 * This file contains a fast, not so accurate integer implementation of the
 * forward DCT (Discrete Cosine Transform).
 *
 * A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
 * on each column. Direct algorithms are also available, but they are
 * much more complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that with fixed-point math,
 * accuracy is lost due to imprecise representation of the scaled
 * quantization values. The smaller the quantization table entry, the less
 * precise the scaled value, so this implementation does worse with high-
 * quality-setting files than with low-quality ones.
 */
/*
 * wrrle.c
 *
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 *
 * This file contains routines to write output images in RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Mike Lijewski,
 * with updates from Robert Hutchinson.
 */

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctfst.c
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrrle.c
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimmxred.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccolss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcclrss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcgryss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
Open Source Used In Cisco Nexus Dashboard Insights 6.1.1 14889
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/llibjpeg-turbo-1.2.90/simd/jdclrss2-64.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jcdolmmx.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jcgrymmx.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jiss2red64.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jcgrammx.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expandarchive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jcsamss2-64.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expandarchive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jdcolss2-64.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expandarchive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jdasammx.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expandarchive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jiss2flt-64.asm
*/
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expandarchive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbd/libjpeg-turbo-1.2.90/simd/jdsamss2-64.asm
*/

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*
* This file contains routines to write output images in PPM/PGM format.
* The extended 2-byte-per-sample raw PPM/PGM formats are supported.
* The PBMPLUS library is NOT required to compile this software
* (but it is highly useful as a set of PPM image manipulation programs).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*/
1.1662 readline 6.2-11.el7
1.1662.1 Available under license:

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Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
Original author of sensord.
* Bob Schlaermann
Dynamic chip feature detection (a.k.a. generic chip support) in libsensor and sensors.
* Mark M. Hoffman
Many improvements to the libsensor configuration file scanner.
* Jean Delvare
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Many optimizations in libsensor and sensors.
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* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-jar/org/apache/batik/w3c/dom/Location.java
* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-jar/org/apache/batik/w3c/dom/Window.java
1.1682 hibernate-validator 5.2.2.Final

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jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java

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/**
 * <p>
 * A method-level constraint, that evaluates a script expression against the
 * annotated method or constructor. This constraint can be used to implement
 * validation routines that depend on several parameters of the annotated
 * executable.
 * </p>
 * <p>
 * Script expressions can be written in any scripting or expression language,
 * for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a>
 * ("Scripting for the Java<sup>TM</sup> Platform") compatible engine can be
 * found on the classpath. To refer to a parameter within the scripting
 * expression, use its name as obtained by the active
 * [ @link javax.validation.ParameterNameProvider ]. By default, [ @code arg0 ], [ @code arg1 ] etc.
 * will be used as parameter names.
 * </p>
 * <p>
 * The following listing shows an example using the JavaScript engine which
 */
* comes with the JDK:
* </p>
* </pre>
* [@code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>
* </p>
* Can be specified on any method or constructor.
* </p>
* 
* @author Gunnar Morling
*/

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* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
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jar/org/hibernate/validator/internal/engine/ConfigurationImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/internal/metadata/aggregated/rule/ReturnValueMayOnlyBeMarkedOnceAsCascadedPerH
ierarchyLine.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfPrimitives.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfChar.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/internal/util/CollectionHelper.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/constraints/br/TituloEleitoral.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1-
jar/org/hibernate/validator/resourceloading/CachingResourceBundleLocator.java
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* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/cfg/defs/NotBlankDef.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/util/classhierarchy/ClassHierarchyHelper.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/engine/messageinterpolation/TermResolver.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/constraints/Mod10Check.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/metadata/aggregated/ValidatableParametersMetaData.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/metadata/facets/Validatable.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/metadata/location/ConstraintLocation.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/metadata/raw/ConstrainedExecutable.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources.jar/org/hibernate/validator/internal/constraintvalidators/bv/future/FutureValidatorForReadablePartial.java

* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate-validator/cfg/context/CrossParameterTarget.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate-validator/internal/engine/groups/Group.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate-validator/internal/cfg/context/MethodConstraintMappingContextImpl.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate-validator/cfg/defs/NotNullDef.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/xml/GroupConversionBuilder.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/metadata/raw/ConstrainedElement.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/spi/constraintdefinition/ConstraintDefinitionContributor.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/metadata/aggregated/UnconstrainedEntityMetaDataSingleton.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/valuehandling/UnwrapValidatedValue.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/ModCheckBase.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfDouble.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/past/PastValidatorForInstant.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/SizeValidatorForArraysOfLong.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/ParameterScriptAssertValidator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/cfg/context/GroupConversionTargetContext.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/bv/SizeValidatorForArraysOfDouble.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/internal/constraintvalidators/hv/ParameterScriptAssertValidator.java
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validator/cfg/context/GroupConversionTargetContext.java
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* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validationor/internal/metadata/facets/package.html
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validationor/internal/engine/resolver/package.html
* /opt/ws_local/PERMITS_SQL/1070927333_1594793038.19/0/hibernate-validator-5-2-2-final-sources-1.jar/org/hibernate/validationor/overview.html
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 */

/**
 * Retrieves constraint related meta data for the parameters of the given
 * executable.
 *
 * @param executable The executable of interest.
 *
 * @return A list with parameter meta data for the given executable.
 */

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1.1683 grpc 1.4.1

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/core/lib/transport/static_metadata.h

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gz/src/core/lib/http/httpcli.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/iomgr_windows.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/http/httpcli.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/include/grpc/impl/codegen/atm_windows.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/udp_server.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/udp_server.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/include/grpc/support/tls.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/support/thd_windows.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/filters/client_channel/lb_policy_factory.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/client/chttp2_connector.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/filters/client_channel/lb_policy_factory.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/support/stack_lockfree.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/client/chttp2_connector.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/wakeup_fd_pipe.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/wakeup_fd_pipe.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/include/grpc/byte_buffer_reader.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/transport/frame_goaway.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/transport/frame_goaway.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/include/grpc/impl/codegen/sync_posix.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/transport/hpack_encoder.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/surface/byte_buffer_reader.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/ext/transport/chttp2/transport/hpack_encoder.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/load_file.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
gz/src/core/lib/iomgr/load_file.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include openssl/dsa.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/dsa/dsa.c
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  gz/third_party/boringssl/crypto/evp/p_rsa.c
  */opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/evp/p_dsa_asn1.c
  */opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/evp/print.c
  */opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/evp/p_ec.c

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*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_strcasecmp.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_send.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_search.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_query.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_timeout.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares__close_sockets.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_create_query.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_gethostbyaddr.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_fds.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_strdup.h
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_strdup.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_expand_string.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_getenv.h
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_parse_ptr_reply.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_getenv.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ/third_party/cares/cares/ares_parse_a_reply.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targz/third_party/boringssl/include/openssl/asn1.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targz/third_party/boringssl/include/openssl/x509_vfy.h
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 */

/** Signal that the call is cacheable. GRPC is free to use GET verb */

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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/* Authenticated Encryption with Additional Data. *
 *
* AEAD couples confidentiality and integrity in a single primitive. AEAD *
* algorithms take a key and then can seal and open individual messages. Each *
* message has a unique, per-message nonce and, optionally, additional data *
* which is authenticated but not included in the ciphertext. *
* *
* The |EVP_AEAD_CTX_init| function initialises an |EVP_AEAD_CTX| structure and *
* performs any precomputation needed to use |aead| with |key|. The length of *
* the key, |key_len|, is given in bytes. *
*
* The |tag_len| argument contains the length of the tags, in bytes, and allows *
* for the processing of truncated authenticators. A zero value indicates that *
* the default tag length should be used and this is defined as *
* |EVP_AEAD_DEFAULT_TAG_LENGTH| in order to make the code clear. Using *
* truncated tags increases an attacker's chance of creating a valid forgery. *
* Be aware that the attacker's chance may increase more than exponentially as *
* would naively be expected. *
* *
* When no longer needed, the initialised |EVP_AEAD_CTX| structure must be *
* passed to |EVP_AEAD_CTX_cleanup|, which will deallocate any memory used. *
* *
* With an |EVP_AEAD_CTX| in hand, one can seal and open messages. These *
* operations are intended to meet the standard notions of privacy and *
* authenticity for authenticated encryption. For formal definitions see *
* Bellare and Namprempre, "Authenticated encryption: relations among notions *
* and analysis of the generic composition paradigm," Lecture Notes in Computer *
* http://www-cse.ucsd.edu/~mihir/papers/oem.html. *
* *
* When sealing messages, a nonce must be given. The length of the nonce is *
* fixed by the AEAD in use and is returned by |EVP_AEAD_nonce_length|. */
* nonce must be unique for all messages with the same key*. This is critically
* important - nonce reuse may completely undermine the security of the AEAD.
* Nonces may be predictable and public, so long as they are unique. Uniqueness
* may be achieved with a simple counter or, if large enough, may be generated
* randomly. The nonce must be passed into the "open" operation by the receiver
* so must either be implicit (e.g. a counter), or must be transmitted along
* with the sealed message.
*
* The "seal" and "open" operations are atomic - an entire message must be
* encrypted or decrypted in a single call. Large messages may have to be split
* up in order to accommodate this. When doing so, be mindful of the need not to
* repeat nonces and the possibility that an attacker could duplicate, reorder
* or drop message chunks. For example, using a single key for a given (large)
* message and sealing chunks with nonces counting from zero would be secure as
* long as the number of chunks was securely transmitted. (Otherwise an
* attacker could truncate the message by dropping chunks from the end.)
*
* The number of chunks could be transmitted by prefixing it to the plaintext,
* for example. This also assumes that no other message would ever use the same
* key otherwise the rule that nonces must be unique for a given key would be
* violated.
*
* The "seal" and "open" operations also permit additional data to be
* authenticated via the |ad| parameter. This data is not included in the
* ciphertext and must be identical for both the "seal" and "open" call. This
* permits implicit context to be authenticated but may be empty if not needed.
*
* The "seal" and "open" operations may work in-place if the |out| and |in|
* arguments are equal. Otherwise, if |out| and |in| alias, input data may be
* overwritten before it is read. This situation will cause an error.
*
* The "seal" and "open" operations return one on success and zero on error. */
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* Inspired by Daniel J. Bernstein's public domain nistp224 implementation *
* and Adam Langley's public domain 64-bit C implementation of curve25519. */

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/* Post-quantum key agreement, based upon the reference
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* with the reference implementation!
*
* Source: https://github.com/tpeppelmann/newhope
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  * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/err.h
  * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/montgomery.c

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/src/core/lib/security/credentials/fake/fake_credentials.c
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gz/src/core/ext/transport/chttp2/server/insecure/server_chttp2_posix.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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   */opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509v3/v3_purp.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/src/core/lib/transport/service_config.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/src/core/lib/slice/slice_hash_table.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/src/core/lib/transport/service_config.c
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gz/src/core/ext/filters/message_size/message_size_filter.h
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/curve25519/internal.h
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/ssl_aead_ctx.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/rand/internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/boringssl/src/boringssl.err_data.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/ssl_buffer.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/bn ASN1.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/refcount_lock.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/conf/internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/ssl_ecdh.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/cmac.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/tdls1.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/thread_none.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/thread_win.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/ec/p256-64.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/curve25519.h
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/* gzclose.c -- zlib gzclose() function
* Copyright (C) 2004, 2010 Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/zlib/gzclose.c
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/* crc32.c -- compute the CRC-32 of a data stream
* For conditions of distribution and use, see copyright notice in zlib.h
*
* Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
* CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
* tables for updating the shift register in one step with three exclusive-ors
* instead of four steps with four exclusive-ors. This results in about a
* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/zlib/crc32.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
  * gz/third_party/boringssl/crypto/x509v3/v3_info.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
  * gz/third_party/boringssl/crypto/x509v3/v3_ia5.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
  * gz/third_party/boringssl/crypto/x509v3/v3_lib.c
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/* uncompr.c -- decompress a memory buffer
 * For conditions of distribution and use, see copyright notice in zlib.h
 */

Found in path(s):
/* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/zlib/uncompr.c
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   /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/ec/internal.h
   /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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gz/third_party/boringssl/crypto/obj/obj.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/asn1/tasn_new.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/hmac/hmac.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/include/openssl/evp.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/asn1_lib.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/des/des.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/evp/sign.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/tasn_fre.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/obj/obj_xref.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/asnl/a_utf8.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/cipher/e_des.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/x509/x_attrib.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/rc4/rc4.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/x509/x509_d2.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/asn1/x_utf8.c
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gz/third_party/boringssl/crypto/bn/bn.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/include/openssl/llhash.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/asnl/a_time.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/asnl/x_bignum.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/crypto/bn/mul.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/third_party/boringssl/include/openssl/conf.h
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 gz/third_party/boringssl/crypto/cipher/derive_key.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/rsa/rsa.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/asn1/a_strnid.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/x509_txt.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/dh.h
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bio/bio_mem.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/asn1/f_string.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/asn1/a_type.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/rsa.h
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/x_exten.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/a_strex.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/digest.h
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/asn1/a_i2d_fp.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/asn1_gen.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/des/internal.h
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/cmp.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bio/socket.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/shift.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/asn1/a_bitst.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/ssh/ssh.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/x_all.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/a_sign.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/pem/pem_oth.c
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/cipher.h
 * /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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gz/third_party/boringssl/crypto/x509/x509_cmp.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/pem/pem_lib.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/sha/sha256.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/a_int.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/x509/a_digest.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/t_enum.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/include/openssl/thread.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/include/openssl/des.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/x509/x_pubkey.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/bio/connect.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/bio/file.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/a_gentm.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/asn1/a_print.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/x509/x509_vfy.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/md5/md5.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/include/openssl/base64.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/include/openssl/cast.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/x509/t_crl.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/rsa/rsa_internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/x509/x509_v3.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/include/openssl/obj.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/cipher/e_null.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/stack/stack.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/crypto/bio/printf.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/ctr.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/ofb.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/cfb.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/cbc.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
  gz/third_party/boringssl/crypto/modes/gcm.c

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/precomp.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/ntt.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/cpu-aarch64-linux.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509/internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bytestring/asn1_compat.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/tls13_server.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/rand/deterministic.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/cpu-arm-linux.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/asn1_mac.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/newhope.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/poly.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/poly1305/internal.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/curve25519/spake25519.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/obj_mac.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/reduce.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/newhope/error_correction.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/core/ext/filters/http/client/http_client_filter.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/core/ext/filters/http/client/http_client_filter.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/core/ext/census/operation.c

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Developers and authors:
Shay Gueron (1, 2), and Vlad Krasnov (1)
(1) Intel Corporation, Israel Development Center, Haifa, Israel
(2) University of Haifa, Israel

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*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/rsaz_exp.c
*/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/bn/rsaz_exp.h

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509v3/v3_crld.c
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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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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/cares/cares/ares_platform.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/dtls_record.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/ssl/d1_both.c

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/src/core/ext/census/base_resources.h
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targz/src/core/lib/iomgr/ev_epoll1_linux.h
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/include/grpc/load_reporting.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/src/core/ext/filters/client_channel/lb_policy/grpclb/grpclb_client_stats.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/src/core/lib/security/transport/lb_targets_info.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/src/core/lib/iomgr/tcp_server_utils_posix_ifaddrs.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
gz/src/core/lib/support/atomic_with_atm.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-targ-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/src/core/ext/filters/client_channel/proxy_mapper.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/crypto.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/chacha.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/rand/urandom.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/cipher/aead.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/include/openssl/hkdf.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/poly1305/poly1305_vec.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/ssl/d1_lib.c
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
gz/third_party/boringssl/ssl/dtls_method.c
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* Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler
* For conditions of distribution and use, see copyright notice in zlib.h
* /

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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-
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/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/ecdsa/ecdsa_asn1.c
/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/ecdsa/ecdsa.c

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gz/third_party/boringssl/include/openssl/aes.h
* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar
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/opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509v3/pcy_node.c
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* /opt/ws_local/PERMITS_SQL/1085830933_1599146752.66/0/grpc-1-4-1-gem/data-tar-gz/third_party/boringssl/crypto/x509v3/pcy_map.c

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Name: nanopb
Version: 0.4.5.post1
Summary: Nanopb is a small code-size Protocol Buffers implementation in ansi C. It is especially suitable for use in microcontrollers, but fits any memory restricted system.
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Keywords: protobuf,protoc
Author: Petteri Aimonen
Author-email: jpa@npb.mail.kapsi.fi
Requires-Python: >=2.7
Nanopb - Protocol Buffers for Embedded Systems

Nanopb is a small code-size Protocol Buffers implementation in ansi C. It is especially suitable for use in microcontrollers, but fits any memory restricted system.

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Using the nanopb library

To use the nanopb library, you need to do two things:

1. Compile your .proto files for nanopb, using `protoc`.
2. Include `*pb_encode.c`, `*pb_decode.c` and `*pb_common.c` in your project.

The easiest way to get started is to study the project in "examples/simple". It contains a Makefile, which should work directly under most Linux systems. However, for any other kind of build system, see the manual steps in README.txt in that folder.

Generating the headers
Protocol Buffers messages are defined in a `.proto` file, which follows a standard format that is compatible with all Protocol Buffers libraries. To use it with nanopb, you need to generate `.pb.c` and `.pb.h` files from it:

```bash
python generator/nanopb_generator.py myprotocol.proto  # For source checkout
generator-bin/nanopb_generator myprotocol.proto        # For binary package
```

(Note: For instructions for nanopb-0.3.9.x and older, see the documentation of that particular version [here](https://github.com/nanopb/nanopb/blob/maintenance_0.3/README.md))

The binary packages for Windows, Linux and Mac OS X should contain all necessary dependencies, including Python, python-protobuf library and protoc. If you are using a git checkout or a plain source distribution, you will need to install Python separately. Once you have Python, you can install the other dependencies with `pip install protobuf grpcio-tools`.

You can further customize the header generation by creating an `.options` file. See [documentation](https://jpa.kapsi.fi/nanopb/docs/concepts.html#modifying-generator-behaviour) for details.

Running the tests
-----------------

If you want to perform further development of the nanopb core, or to verify its functionality using your compiler and platform, you'll want to run the test suite. The build rules for the test suite are implemented using Scons, so you need to have that installed (ex: `sudo apt install scons` or `pip install scons`). To run the tests:

```bash
cd tests
scons
```

This will show the progress of various test cases. If the output does not end in an error, the test cases were successful.

Note: Mac OS X by default aliases `clang` as `gcc`, while not actually supporting the same command line options as gcc does. To run tests on Mac OS X, use: `scons CC=clang CXX=clang`. Same way can be used to run tests with different compilers on any platform.

For embedded platforms, there is currently support for running the tests on STM32 discovery board and [simavr](https://github.com/buserror/simavr) AVR simulator. Use `scons PLATFORM=STM32` and `scons PLATFORM=AVR` to run these tests.

Build systems and integration
-------------------------------
Nanopb C code itself is designed to be portable and easy to build on any platform. Often the bigger hurdle is running the generator which takes in the `.proto` files and outputs `.pb.c` definitions.

There exist build rules for several systems:

* **Makefiles**: `extra/nanopb.mk`, see `examples/simple`
* **CMake**: `extra/FindNanopb.cmake`, see `examples/cmake`
* **SCons**: `tests/site_scons` (generator only)
* **Bazel**: `BUILD` in source root
* **Conan**: `conanfile.py` in source root
* **PlatformIO**: https://platformio.org/lib/show/431/Nanopb
* **PyPI/pip**: https://pypi.org/project/nanopb/

And also integration to platform interfaces:

* **Arduino**: http://platformio.org/lib/show/1385/nanopb-arduino

Building nanopb - Using vcpkg

-----------------------------

You can download and install nanopb using the [vcpkg](https://github.com/Microsoft/vcpkg) dependency manager:

```
  git clone https://github.com/Microsoft/vcpkg.git
  cd vcpkg
  ./bootstrap-vcpkg.sh
  ./vcpkg integrate install
  ./vcpkg install nanopb
```

The nanopb port in vcpkg is kept up to date by Microsoft team members and community contributors. If the version is out of date, please [create an issue or pull request](https://github.com/Microsoft/vcpkg) on the vcpkg repository.

Found in path(s):

* /opt/cola/permits/1176040500_1625608205.61/0/nanopb-0-4-5-post1-tar-gz/nanopb-0.4.5.post1/PKG-INFO

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0.4.5.post1/nanopb/generator/proto/google/protobuf/descriptor.proto

1.1687 goprotobuf 1.3.1
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1.1701 avahi 0.6.31 20.el7

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* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/ShapesAsGeoJSONModule.java
* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/GeometryAsWKTSerializer.java
* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/GeometryAsWKTSerializer.java
* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/ShapeAsGeoJSONSerializer.java
* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/ShapeAsGeoJSONSerializer.java
* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/jackson/PackageVersion.java.in
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* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/exception/UnsupportedSpatialPredicate.java
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* /opt/cola/permits/1136404733_1613763670.46/0/spatial4j-0-7-sources-4-jar/org/locationtech/spatial4j/io/GeoJSONReader.java
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39d3a4f269333c922ed3db283be479f9deacaa0

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1.1706 diffutils 3.3 5.el7
1.1706.1 Available under license:
/* diff - compare files line by line


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*/

#define GDIFF_MAIN
#include "diff.h"
#include <assert.h>
#include "paths.h"
#include <c-stack.h>
#include <dirname.h>
#include <error.h>
#include <exclude.h>
#include <error.h>
#include <exitfail.h>
#include <filenamecat.h>
#include <file-type.h>
#include <fnmatch.h>
#include <getopt.h>
#include <hard-locale.h>
#include <preargs.h>
#include <proarg.h>
#include <sh-quote.h>
#include <stat-time.h>
#include <timespec.h>
#include <version-etc.h>
#include <xalloc.h>
#include <xreadlink.h>
#include <binary-io.h>
/* The official name of this program (e.g., no 'g' prefix). */
#define PROGRAM_NAME "diff"

#define AUTHORS 
  proper_name ("Paul Eggert"), \
  proper_name ("Mike Haertel"), \
  proper_name ("David Hayes"), \
  proper_name ("Richard Stallman"), \
  proper_name ("Len Tower")

#ifndef GUTTER_WIDTH_MINIMUM
#define GUTTER_WIDTH_MINIMUM 3
#endif

struct regexp_list
{
  char *regexps; /* chars representing disjunction of the regexps */
  size_t len; /* chars used in 'regexps' */
  size_t size; /* size malloc'ed for 'regexps'; 0 if not malloc'ed */
  bool multiple_regexps; /* Does 'regexps' represent a disjunction? */
  struct re_pattern_buffer *buf;
};

static int compare_files (struct comparison const *, char const *, char const *);
static void add_regexp (struct regexp_list *, char const *);
static void summarize_regexp_list (struct regexp_list *);
static void specify_style (enum output_style);
static void specify_value (char const **, char const *, char const *);
static void try_help (char const *, char const *) __attribute__((noreturn));
static void check_stdout (void);
static void usage (void);

/* If comparing directories, compare their common subdirectories recursively. */
static bool recursive;

/* In context diffs, show previous lines that match these regexps. */
static struct regexp_list function_regexp_list;

/* Ignore changes affecting only lines that match these regexps. */
static struct regexp_list ignore_regexp_list;

#if O_BINARY
/* Use binary I/O when reading and writing data (--binary). */
  On POSIX hosts, this has no effect. */
static bool binary;
#else
enum { binary = true };
#endif

/* If one file is missing, treat it as present but empty (-N). */
static bool new_file;

/* If the first file is missing, treat it as present but empty
   (--unidirectional-new-file). */
static bool unidirectional_new_file;

/* Report files compared that are the same (-s).
   Normally nothing is output when that happens. */
static bool report_identical_files;

static char const shortopts[] =
"0123456789abC:dD:efHi:iL:nnPqrsStTuU:vwW:x:X:yZ";

/* Values for long options that do not have single-letter equivalents. */
enum {
  BINARY_OPTION = CHAR_MAX + 1,
  FROM_FILE_OPTION,
  HELP_OPTION,
  HORIZON_LINES_OPTION,
  IGNORE_FILE_NAME_CASE_OPTION,
  INHIBIT_HUNK_MERGE_OPTION,
  LEFT_COLUMN_OPTION,
  LINE_FORMAT_OPTION,
  NO_DEREFERENCE_OPTION,
  NO_IGNORE_FILE_NAME_CASE_OPTION,
  NORMAL_OPTION,
  SDIFF_MERGE_ASSIST_OPTION,
  STRIP_TRAILING_CR_OPTION,
  SUPPRESS_BLANK_EMPTY_OPTION,
  SUPPRESS_COMMON_LINES_OPTION,
  TABSIZE_OPTION,
  TO_FILE_OPTION,

  /* These options must be in sequence. */
  UNCHANGED_LINE_FORMAT_OPTION,
  OLD_LINE_FORMAT_OPTION,
  NEW_LINE_FORMAT_OPTION,

  /* These options must be in sequence. */
  UNCHANGED_GROUP_FORMAT_OPTION,
  OLD_GROUP_FORMAT_OPTION,
  NEW_GROUP_FORMAT_OPTION,
  CHANGED_GROUP_FORMAT_OPTION
};
static char const group_format_option[][sizeof "--unchanged-group-format"] =
{
    "--unchanged-group-format",
    "--old-group-format",
    "--new-group-format",
    "--changed-group-format"
};

static char const line_format_option[][sizeof "--unchanged-line-format"] =
{
    "--unchanged-line-format",
    "--old-line-format",
    "--new-line-format"
};

static struct option const longopts[] =
{
    {"binary", 0, 0, BINARY_OPTION},
    {"brief", 0, 0, 'q'},
    {"changed-group-format", 1, 0, CHANGED_GROUP_FORMAT_OPTION},
    {"context", 2, 0, 'C'},
    {"ed", 0, 0, 'e'},
    {"exclude", 1, 0, 'x'},
    {"exclude-from", 1, 0, 'X'},
    {"expand-tabs", 0, 0, 't'},
    {"forward-ed", 0, 0, 'f'},
    {"from-file", 1, 0, FROM_FILE_OPTION},
    {"help", 0, 0, HELP_OPTION},
    {"horizon-lines", 1, 0, HORIZON_LINES_OPTION},
    {"ifdef", 1, 0, 'D'},
    {"ignore-all-space", 0, 0, 'w'},
    {"ignore-blank-lines", 0, 0, 'B'},
    {"ignore-case", 0, 0, 'i'},
    {"ignore-file-name-case", 0, 0, IGNORE_FILE_NAME_CASE_OPTION},
    {"ignore-matching-lines", 1, 0, 'I'},
    {"ignore-space-change", 0, 0, 'b'},
    {"ignore-tab-expansion", 0, 0, 'E'},
    {"ignore-trailing-space", 0, 0, 'Z'},
    {"inhibit-hunk-merge", 0, 0, INHIBIT_HUNK_MERGE_OPTION},
    {"initial-tab", 0, 0, 'T'},
    {"label", 1, 0, 'L'},
    {"left-column", 0, 0, LEFT_COLUMN_OPTION},
    {"line-format", 1, 0, LINE_FORMAT_OPTION},
    {"minimal", 0, 0, 'd'},
    {"new-file", 0, 0, 'N'},
    {"new-group-format", 1, 0, NEW_GROUP_FORMAT_OPTION},
    {"new-line-format", 1, 0, NEW_LINE_FORMAT_OPTION},
};
/* Return a string containing the command options with which diff was invoked. 
Spaces appear between what were separate ARGV-elements.
There is a space at the beginning but none at the end.
If there were no options, the result is an empty string.

Arguments: OPTIONVEC, a vector containing separate ARGV-elements, and COUNT,
the length of that vector.* /

static char *
option_list (char **optionvec, int count)
{
    int i;
    size_t size = 1;
    char *result;
    char *p;

    for (i = 0; i < count; i++)
        size += 1 + shell_quote_length (optionvec[i]);
p = result = xmalloc (size);

for (i = 0; i < count; i++)
{
    *p++ = ' '; 
    p = shell_quote_copy (p, optionvec[i]);
}

*p = '\0';
return result;
}

/* Return an option value suitable for add_exclude. */

static int
exclude_options (void)
{
    return EXCLUDE_WILDCARDS | (ignore_file_name_case ? FNM_CASEFOLD : 0);
}

int
main (int argc, char **argv)
{
    int exit_status = EXIT_SUCCESS;
    int c;
    int i;
    int prev = -1;
    lin ocontext = -1;
    bool explicit_context = false;
    size_t width = 0;
    bool show_c_function = false;
    char const *from_file = NULL;
    char const *to_file = NULL;
    uintmax_t numval;
    char *numend;

    /* Do our initializations. */
    exit_failure = EXIT_TROUBLE;
    initialize_main (&argc, &argv);
    set_program_name (argv[0]);
    setlocale (LC_ALL, "");
    bindtextdomain (PACKAGE, LOCALEDIR);
    textdomain (PACKAGE);
    c_stack_action (0);
    function_regexp_list.buf = &function_regexp;
    ignore_regexp_list.buf = &ignore_regexp;
re_set_syntax (RE_SYNTAX_GREP | RE_NO_POSIX_BACKTRACKING);
excluded = new_exclude ();

/* Decode the options. */

while ((c = getopt_long (argc, argv, shortopts, longopts, NULL)) != -1)
{
    switch (c)
    {
    case 0:
        break;

    case '0':
    case '1':
    case '2':
    case '3':
    case '4':
    case '5':
    case '6':
    case '7':
    case '8':
    case '9':
        if (! ISDIGIT (prev))
            ocontext = c - '0';
        else if (LIN_MAX / 10 < ocontext
            {}
            ocontext = LIN_MAX;
        break;

    case 'a':
        text = true;
        break;

    case 'b':
        if (ignore_white_space < IGNORE_SPACE_CHANGE)
            ignore_white_space = IGNORE_SPACE_CHANGE;
        break;

    case 'Z':
        if (ignore_white_space < IGNORE_SPACE_CHANGE)
            ignore_white_space |= IGNORE_TRAILING_SPACE;
        break;

    case 'B':
        ignore_blank_lines = true;
        break;

    case 'C':

case 'U':
    {
        if (optarg)
            {
            numval = strtoumax (optarg, &numend, 10);
        if (*numend)
            try_help ("invalid context length ‘%s’, optarg);
        if (LIN_MAX < numval)
            numval = LIN_MAX;
            }
        else
            numval = 3;
        
        specify_style (c == 'U' ? OUTPUT_UNIFIED : OUTPUT_CONTEXT);
        if (context < numval)
            context = numval;
        explicit_context = true;
        }
    break;
    case 'c':
        specify_style (OUTPUT_CONTEXT);
        if (context < 3)
            context = 3;
        break;
        case 'd':
            minimal = true;
            break;
        case 'D':
            specify_style (OUTPUT_IFDEF);
            {
            static char const C_ifdef_group_formats[] =
            "%%=%cifndef %s\n\n%cifdef %s\n\n%cifndef %s
%%<#endif /* ! %s */
%cifdef %s
%%>#endif /* %s */
%cifndef %s
%%<#else /* %s */
%%>#endif /* %s */
";
            char *b = xmalloc (sizeof C_ifdef_group_formats
            + 7 * strlen (optarg) - 14 /* 7*"%s" */  - 8 /* 5*"%c" + 3*"%c" */);
            sprintf (b, C_ifdef_group_formats,
            optarg, optarg, optarg, optarg,
            optarg, optarg, optarg);
            for (i = 0; i < sizeof group_format / sizeof group_format[0]; i++)
            {
            specify_value (&group_format[i], b, "-D");
            b += strlen (b) + 1;
            }
break;

case 'e':
    specify_style (OUTPUT_ED);
    break;

case 'E':
    if (ignore_white_space < IGNORE_SPACE_CHANGE)
        ignore_white_space |= IGNORE_TAB_EXPANSION;
    break;

case 'f':
    specify_style (OUTPUT_FORWARD_ED);
    break;

case 'F':
    add_regexp (&function_regexp_list, optarg);
    break;

case 'h':
    /* Split the files into chunks for faster processing.
     * Usually does not change the result.
     * This currently has no effect. */
    break;

case 'H':
    speed_large_files = true;
    break;

case 'i':
    ignore_case = true;
    break;

case 'I':
    add_regexp (&ignore_regexp_list, optarg);
    break;

case 't':
    if (!pr_program[0])
        try_help ("pagination not supported on this host", NULL);
    paginate = true;
#ifdef SIGCHLD
    /* Pagination requires forking and waiting, and
     * System V fork+wait does not work if SIGCHLD is ignored. */
    signal (SIGCHLD, SIG_DFL);
#endif
#endif
break;

case 'L':
    if (!file_label[0])
        file_label[0] = optarg;
    else if (!file_label[1])
        file_label[1] = optarg;
    else
        fatal ("too many file label options");
    break;

case 'n':
    specify_style (OUTPUT_RCS);
    break;

case 'N':
    new_file = true;
    break;

case 'p':
    show_c_function = true;
    add_regexp (&function_regexp_list, "^[:alpha:]\$\[\]");
    break;

case 'P':
    unidirectional_new_file = true;
    break;

case 'q':
    brief = true;
    break;

case 'r':
    recursive = true;
    break;

case 's':
    report_identical_files = true;
    break;

case 'S':
    specify_value (&starting_file, optarg, "-S");
    break;

case 't':
    expand_tabs = true;
    break;
case 'T':
    initial_tab = true;
    break;

case 'u':
    specify_style (OUTPUT_UNIFIED);
    if (context < 3)
        context = 3;
    break;

case 'v':
    version_etc (stdout, PROGRAM_NAME, PACKAGE_NAME, Version,
                 AUTHORS, (char *) NULL);
    check_stdout ();
    return EXIT_SUCCESS;

case 'w':
    ignore_white_space = IGNORE_ALL_SPACE;
    break;

case 'x':
    add_exclude (excluded, optarg, exclude_options ());
    break;

case 'X':
    if (add_exclude_file (add_exclude, excluded, optarg,
                          exclude_options (), 'u'))
        pfatal_with_name (optarg);
    break;

case 'y':
    specify_style (OUTPUT_SDIFF);
    break;

case 'W':
    numval = str toumax (optarg, &numend, 10);
    if (! (0 < numval &&& numval <= SIZE_MAX) || *numend)
        try_help ("invalid width '", optarg);
    if (width != numval)
        { if (width)
            fatal ("conflicting width options");
            width = numval;
        } 
    break;

case BINARY_OPTION:
#if O_BINARY
    binary = true;
    if (! isatty (STDOUT_FILENO))
        set_binary_mode (STDOUT_FILENO, O_BINARY);
#endif

break;

case FROM_FILE_OPTION:
    specify_value (&from_file, optarg, "--from-file");
    break;

case HELP_OPTION:
    usage ();
    check_stdout ();
    return EXIT_SUCCESS;

case HORIZON_LINES_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (*numend)
        try_help ("invalid horizon length "\%s"
                 optarg);
    horizon_lines = MAX (horizon_lines, MIN (numval, LIN_MAX));
    break;

case IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = true;
    break;

case INHIBIT_HUNK_MERGE_OPTION:
    /* This option is obsolete, but accept it for backward
       compatibility. */
    break;

case LEFT_COLUMN_OPTION:
    left_column = true;
    break;

case LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        specify_value (&line_format[i], optarg, "--line-format");
    break;

case NO_DEREFERENCE_OPTION:
    no_dereference_symlinks = true;
    break;

case NO_IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = false;
break;

case NORMAL_OPTION:
    specify_style (OUTPUT_NORMAL);
    break;

case SDIFF_MERGE_ASSIST_OPTION:
    specify_style (OUTPUT_SDIFF);
    sdiff_merge_assist = true;
    break;

case STRIP_TRAILING_CR_OPTION:
    strip_trailing_cr = true;
    break;

case SUPPRESS_BLANK_EMPTY_OPTION:
    suppress_blank_empty = true;
    break;

case SUPPRESS_COMMON_LINES_OPTION:
    suppress_common_lines = true;
    break;

case TABSIZE_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
        try_help ("invalid tabsize \"%s\"", optarg);
    if (tabsize != numval)
    {
        if (tabsize)
            fatal ("conflicting tabsize options");
        tabsize = numval;
    }
    break;

case TO_FILEOPTION:
    specify_value (&to_file, optarg, ":--to-file");
    break;

case UNCHANGED_LINE_FORMAT_OPTION:
    case OLD_LINE_FORMAT_OPTION:
    case NEW_LINE_FORMAT_OPTION:
        specify_style (OUTPUT_IFDEF);
        c -= UNCHANGED_LINE_FORMAT_OPTION;
        specify_value (&line_format[c], optarg, line_format_option[c]);
        break;

case UNCHANGED_GROUP_FORMAT_OPTION:
case OLD_GROUP_FORMAT_OPTION:
case NEW_GROUP_FORMAT_OPTION:
case CHANGED_GROUP_FORMAT_OPTION:
    specify_style (OUTPUTIFDEF);
    c -= UNCHANGED_GROUP_FORMAT_OPTION;
    specify_value (&group_format[c], optarg, group_format_option[c]);
    break;

default:
    try_help (NULL, NULL);
    }
    prev = c;
    }

if (output_style == OUTPUT_UNSPECIFIED)
{
    if (show_c_function)
    {
        specify_style (OUTPUTCONTEXT);
        if (ocontext < 0)
            context = 3;
    }
    else
        specify_style (OUTPUTNORMAL);
    }

if (output_style != OUTPUTCONTEXT || hard_locale (LC_TIME))
{
    #if (defined STAT_TIMESPEC || defined STAT_TIMESPEC_NS \
        || defined HAVE_STRUCT_STAT_ST_SPARE1)
    time_format = "%Y-%m-%d %H:%M:%S.%N %z";
    #else
    time_format = "%Y-%m-%d %H:%M:%S %z";
    #endif
    /* See POSIX 1003.1-2001 for this format. */
    time_format = "%a %b %e %T %Y";
}

if (0 <= ocontext
    && (output_style == OUTPUTCONTEXT
        || output_style == OUTPUTUNIFIED)
    && (context < ocontext
        || (ocontext < context && !explicit_context)))
    context = ocontext;
if (!tabsize)
    tabsize = 8;
if (!width)
    width = 130;

{
    /* Maximize first the half line width, and then the gutter width,
       according to the following constraints:

       1. Two half lines plus a gutter must fit in a line.
       2. If the half line width is nonzero:
           a. The gutter width is at least GUTTER_WIDTH_MINIMUM.
           b. If tabs are not expanded to spaces,
              a half line plus a gutter is an integral number of tabs,
              so that tabs in the right column line up. */

    intmax_t t = expand_tabs ? 1 : tabsize;
    intmax_t w = width;
    intmax_t off = (w + t + GUTTER_WIDTH_MINIMUM) / (2 * t) * t;
    sdiff_half_width = MAX (0, MIN (off - GUTTER_WIDTH_MINIMUM, w - off)),
    sdiff_column2_offset = sdiff_half_width ? off : w;
}

/* Make the horizon at least as large as the context, so that
   shift_boundaries has more freedom to shift the first and last hunks. */
if (horizon_lines < context)
    horizon_lines = context;

summarize_regexp_list (&function_regexp_list);
summarize_regexp_list (&ignore_regexp_list);

if (output_style == OUTPUT_IFDEF)
{
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
if (!line_format[i])
    line_format[i] = "%l
"
    if (!group_format[OLD])
        group_format[OLD]
        = group_format[CHANGED] ? group_format[CHANGED] : "%<";
    if (!group_format[NEW])
        group_format[NEW]
        = group_format[CHANGED] ? group_format[CHANGED] : "%>";
    if (!group_format[UNCHANGED])
        group_format[UNCHANGED] = "%=";
    if (!group_format[CHANGED])
        group_format[CHANGED] = concat (group_format[OLD],
        group_format[NEW], "")
    }
no_diff_means_no_output =
(output_style == OUTPUT_IFDEF ?
(!*group_format[UNCHANGED]
    || (STREQ (group_format[UNCHANGED], "%=")
    && !*line_format[UNCHANGED]))
: (output_style != OUTPUT_SDIFF) | suppress_common_lines);

files_can_be_treated_as_binary =
(brief & binary
    & ~ (ignore_blank_lines | ignore_case | strip_trailing_cr
    | (ignore_regexp_list.regexps || ignore_white_space));

switch_string = option_list (argv + 1, optind - 1);

if (from_file)
{
    if (to_file)
        fatal ("--from-file and --to-file both specified");
    else
        for (; optind < argc; optind++)
        {
            int status = compare_files (NULL, from_file, argv[optind]);
            if (exit_status < status)
                exit_status = status;
        }
        else
        {
            if (to_file)
                for (; optind < argc; optind++)
                {
                    int status = compare_files (NULL, argv[optind], to_file);
                    if (exit_status < status)
                        exit_status = status;
                }
            else
                {
                    if (argc - optind != 2)
                        {
                            if (argc - optind != 2)
                                try_help ("missing operand after "
                                        "%s", argv[argc - 1]);
                            else
                                try_help ("extra operand "
                                          "%s", argv[optind + 2]);
                        }
                    exit_status = compare_files (NULL, argv[optind], argv[optind + 1]);
                }
        }
}
/* Print any messages that were saved up for last. */
print_message_queue();

check_stdout();
exit(exit_status);
return exit_status;
}

/* Append to REGLIST the regexp PATTERN. */

static void
add_regexp (struct regexp_list *reglist, char const *pattern)
{
  size_t patlen = strlen (pattern);
  char const *m = re_compile_pattern (pattern, patlen, reglist->buf);

  if (m != 0)
    error (0, 0, "%s: %s", pattern, m);
  else
    {
      char *regexps = reglist->regexps;
      size_t len = reglist->len;
      bool multiple_regexps = reglist->multiple_regexps = regexps != 0;
      size_t newlen = reglist->len = len + 2 * multiple_regexps + patlen;
      size_t size = reglist->size;
      if (size <= newlen)
        {
          if (!size)
            size = 1;

          do size *= 2;
          while (size <= newlen);

          reglist->size = size;
          reglist->regexps = regexps = xrealloc (regexps, size);
        }
      if (multiple_regexps)
        {
          regexps[len++] = '\';
          regexps[len++] = '|';
        }
      memcpy (regexps + len, pattern, patlen + 1);
    }
}
static void
summarize_regexp_list (struct regexp_list *reglist)
{
    if (reglist->regexps)
    {
        /* At least oneregexp was specified. Allocate a fastmap for it. */
        reglist->buf->fastmap = xmalloc (1 << CHAR_BIT);
        if (reglist->multiple_regexps)
        {
            /* Compile the disjunction of the regexps.
            (If just one regexp was specified, it is already compiled.) */
            char const *m = re_compile_pattern (reglist->regexps, reglist->len,
                reglist->buf);
            if (m)
                error (EXIT_TROUBLE, 0, "%s: %s", reglist->regexps, m);
        }
    }
}

static void
try_help (char const *reason_msgid, char const *operand)
{
    if (reason_msgid)
        error (0, 0, _(reason_msgid), operand);
    error (EXIT_TROUBLE, 0, _("Try '%s --help' for more information.'"),
            program_name);
    abort ();
}

static void
check_stdout (void)
{
    if (ferror (stdout))
        fatal ("write failed");
    else if (fclose (stdout) != 0)
        pfatal_with_name (_("standard output"));
}

static char const * const option_help_msgid[] = {
    N_("    --normal                  output a normal diff (the default)"),
    N_("    -q, --brief                   report only when files differ"),
    N_("    -s, --report-identical-files report when two files are the same"),
    N_("    -c, -C NUM, --context[=NUM] output NUM (default 3) lines of copied context"),
    N_("    -u, -U NUM, --unified[=NUM] output NUM (default 3) lines of unified context"),
    N_("    -e, --ed output an ed script"),
};
N_("-n, --rcs output an RCS format diff"),
N_("-y, --side-by-side output in two columns"),
N_("-W, --width=NUM output at most NUM (default 130) print columns"),
N_("--left-column output only the left column of common lines"),
N_("--suppress-common-lines do not output common lines"),
""
N_("-p, --show-c-function show which C function each change is in"),
N_("-F, --show-function-line=RE show the most recent line matching RE"),
N_("--label LABEL use LABEL instead of file name
" (can be repeated"),
""
N_("-t, --expand-tabs expand tabs to spaces in output"),
N_("-T, --initial-tab make tabs line up by prepending a tab"),
N_("--tabsize=NUM tab stops every NUM (default 8) print columns"),
N_("--suppress-blank-empty suppress space or tab before empty output lines"),
N_("-l, --paginate pass output through 'pr' to paginate it"),
""
N_("-r, --recursive recursively compare any subdirectories found"),
N_("-N, --new-file treat absent files as empty"),
N_("--unidirectional-new-file treat absent first files as empty"),
N_("--ignore-file-name-case ignore case when comparing file names"),
N_("--no-ignore-file-name-case consider case when comparing file names"),
N_("-x, --exclude=PAT exclude files that match PAT"),
N_("-X, --exclude-from=FILE exclude files that match any pattern in FILE"),
N_("-S, --starting-file=FILE start with FILE when comparing directories"),
N_("--from-file=FILE1 compare FILE1 to all operands;\n" FILE1 can be a directory"),
N_("--to-file=FILE2 compare all operands to FILE2;\n" FILE2 can be a directory"),
""
N_("-i, --ignore-case ignore case differences in file contents"),
N_("-E, --ignore-tab-expansion ignore changes due to tab expansion"),
N_("-Z, --ignore-trailing-space ignore white space at line end"),
N_("-b, --ignore-space-change ignore changes in the amount of white space"),
N_("-w, --ignore-all-space ignore all white space"),
N_("-B, --ignore-blank-lines ignore changes where lines are all blank"),
N_("-I, --ignore-matching-lines=RE ignore changes where all lines match RE"),
""
N_("-a, --text treat all files as text"),
N_("--strip-trailing-cr strip trailing carriage return on input"),
#if O_BINARY
N_("--binary read and write data in binary mode"),
#endif
""
N_("-D, --ifdef=NAME output merged file with '#ifdef NAME' diffs"),
N_("--GTYPE-group-format=GFMT format GTYPE input groups with GFMT"),
N_("--line-format=LFMT format all input lines with LFMT"),
--LTYPE-line-format=LFMT format LTYPE input lines with LFMT
These format options provide fine-grained control over the output of diff, generalizing -D/--ifdef."
LTYPE is 'old', 'new', or 'unchanged'. GTYPE is LTYPE or 'changed'.
GFMT (only) may contain:
%< lines from FILE1
>% lines from FILE2
%= lines common to FILE1 and FILE2
[-][WIDTH][.[PREC]][(doXX)] LETTER printf-style spec for LETTER
LETTERS are as follows for new group, lower case for old group:
F first line number
L last line number
N number of lines = L-F+1
E F-1
M L+1
%(A=B?T:E) if A equals B then T else E
LFMT (only) may contain:
%L contents of line
%l contents of line, excluding any trailing newline
[-][WIDTH][.[PREC]][(doXX)]n printf-style spec for input line number
Both GFMT and LFMT may contain:
%% %
%c'C' the single character C
%c'\OOO' the character with octal code OOO
C the character C (other characters represent themselves)

-d, --minimal try hard to find a smaller set of changes
--horizon-lines=NUM keep NUM lines of the common prefix and suffix
--speed-large-files assume large files and many scattered small changes
--help display this help and exit
--version output version information and exit
FILES are 'FILE1 FILE2' or 'DIR1 DIR2' or 'DIR FILE...' or 'FILE... DIR'."
"If --from-file or --to-file is given, there are no restrictions on FILE(s)."
"If a FILE is '-', read standard input."
"Exit status is 0 if inputs are the same, 1 if different, 2 if trouble."
0
];

static void
usage (void)
{
  char const * const *p;

  printf (_("Usage: %s [OPTION]... FILES\n"), program_name);
  printf (_("Compare FILES line by line."));
fputs ("\nMandatory arguments to long options are mandatory for short options too.\n"), stdout);

for (p = option_help_msgid; *p; p++)
{
    if (!*p)
        putchar ('\n');
    else
    {
        char const *msg =__(*p);
        char const *nl;
        while ((nl = strchr (msg, '\n')))
        {
            int msglen = nl + 1 - msg;
            printf ("  %.*s", msglen, msg);
            msg = nl + 1;
        }

        printf ("  %s\n" + 2 * (*msg != ' ' && *msg != '-'), msg);
    }
}
emit_bug_reporting_address ();

/* Set VAR to VALUE, reporting an OPTION error if this is a
   conflict. */
static void
specify_value (char const **var, char const *value, char const *option)
{
    if (*var && !STREQ (*var, value))
    {
        error (0, 0, "conflicting %s option value '%s'"), option, value);
        try_help (NULL, NULL);
    }
    *var = value;
}

/* Set the output style to STYLE, diagnosing conflicts. */
static void
specify_style (enum output_style style)
{
    if (output_style != style)
    {
        if (output_style != OUTPUT_UNSPECIFIED)
            try_help ("conflicting output style options", NULL);
        output_style = style;
    }
}
static void
set_mtime_to_now (struct stat *st)
{
#ifdef STAT_TIMESPEC
    gettimeofday (&STAT_TIMESPEC (st, st_mtim));
#else
    struct timespec t;
    gettimeofday (&t);
    st->st_mtime = t.tv_sec;
  #if defined STAT_TIMESPEC_NS
    STAT_TIMESPEC_NS (st, st_mtim) = t.tv_nsec;
  #elif defined HAVE_STRUCT_STAT_ST_SPARE1
    st->st_spare1 = t.tv_nsec / 1000;
  #endif
#endif
}

/* Compare two files (or dirs) with parent comparison PARENT
 and names NAME0 and NAME1.
 (If PARENT is null, then the first name is just NAME0, etc.)
This is self-contained; it opens the files and closes them.

Value is EXIT_SUCCESS if files are the same, EXIT_FAILURE if
different, EXIT_TROUBLE if there is a problem opening them. */

static int
compare_files (struct comparison const *parent,
               char const *name0,
               char const *name1)
{
    struct comparison cmp;
    #define DIR_P(f) (S_ISDIR (cmp.file[f].stat.st_mode) != 0)
    register int f;
    int status = EXIT_SUCCESS;
    bool same_files;
    char *free0;
    char *free1;

    /* If this is directory comparison, perhaps we have a file
       that exists only in one of the directories.
       If so, just print a message to that effect. */

    if (! ((name0 && name1)
           || (unidirectional_new_file && name1))}
new_file)
{
  char const *name = name0 ? name0 : name1;
  char const *dir = parent->file[name0].name;

  /* See POSIX 1003.1-2001 for this format. */
  message("Only in %s: %s\n", dir, name);

  /* Return EXIT_FAILURE so that diff_dirs will return
   EXIT_FAILURE ("some files differ"). */
  return EXIT_FAILURE;
}

memset(cmp.file, 0, sizeof cmp.file);
cmp.parent = parent;

/* cmp.file[7].desc markers */
#define NONEXISTENT (-1) /* nonexistent file */
#define UNOPENED (-2) /* unopened file (e.g. directory) */
#define ERRNO_ENCODE(errno) (-3 - (errno)) /* encoded errno value */

#define ERRNO_DECODE(desc) (-3 - (desc)) /* inverse of ERRNO_ENCODE */
cmp.file[0].desc = name0 ? UNOPENED : NONEXISTENT;
cmp.file[1].desc = name1 ? UNOPENED : NONEXISTENT;

/* Now record the full name of each file, including nonexistent ones. */
if (!name0)
  name0 = name1;
if (!name1)
  name1 = name0;
if (!parent)
{
  free0 = NULL;
  free1 = NULL;
  cmp.file[0].name = name0;
  cmp.file[1].name = name1;
}
else
{
  cmp.file[0].name = free0
  = file_name_concat (parent->file[0].name, name0, NULL);
  cmp.file[1].name = free1
  = file_name_concat (parent->file[1].name, name1, NULL);
}
/* Stat the files. */

for (f = 0; f < 2; f++)
{
    if (cmp.file[f].desc != NONEXISTENT)
    {
        if (f && file_name_cmp (cmp.file[f].name, cmp.file[0].name) == 0)
        {
            cmp.file[f].desc = cmp.file[0].desc;
            cmp.file[f].stat = cmp.file[0].stat;
        }
        else if (STREQ (cmp.file[f].name, "-"))
        {
            cmp.file[f].desc = STDIN_FILENO;
            if (binary && ! isatty (STDIN_FILENO))
                set_binary_mode (STDIN_FILENO, O_BINARY);
            if (fstat (STDIN_FILENO, &cmp.file[f].stat) != 0)
                cmp.file[f].desc = ERRNO_ENCODE (errno);
            else
            {
                if (S_ISREG (cmp.file[f].stat.st_mode))
                {
                    off_t pos = lseek (STDIN_FILENO, 0, SEEK_CUR);
                    if (pos < 0)
                        cmp.file[f].desc = ERRNO_ENCODE (errno);
                    else
                        cmp.file[f].stat.st_size =
                            MAX (0, cmp.file[f].stat.st_size - pos);
                }
            }
        }
        else if ((no_dereference_symlinks
            ? lstat (cmp.file[f].name, &cmp.file[f].stat)
            : stat (cmp.file[f].name, &cmp.file[f].stat))
            != 0)
            cmp.file[f].desc = ERRNO_ENCODE (errno);
    }
} /* POSIX 1003.1-2001 requires current time for stdin. */

set_mtime_to_now (&cmp.file[f].stat);
}
else if ((no_dereference_symlinks
    ? lstat (cmp.file[f].name, &cmp.file[f].stat)
    :stat (cmp.file[f].name, &cmp.file[f].stat))
    != 0)
    cmp.file[f].desc = ERRNO_ENCODE (errno);
}

/* Mark files as nonexistent as needed for -N and -P, if they are inaccessible empty regular files (the kind of files that 'patch' creates to indicate nonexistent backups), or if they are top-level files that do not exist but their counterparts do exist. */
for (f = 0; f < 2; f++)
  if ((new_file || (f == 0 && unidirectional_new_file))
      && (cmp.file[f].desc == UNOPENED
           ? (S_ISREG (cmp.file[f].stat.st_mode)
               && !(cmp.file[f].stat.st_mode & (S_IRWXU | S_IRWXG | S_IRWXO))
               && cmp.file[f].stat.st_size == 0)
           : ((cmp.file[f].desc == ERRNO_ENCODE (ENOENT)
               || cmp.file[f].desc == ERRNO_ENCODE (EBADF))
               && ! parent
               && (cmp.file[1 - f].desc == UNOPENED
               || cmp.file[1 - f].desc == STDIN_FILENO))
      cmp.file[f].desc = NONEXISTENT;

for (f = 0; f < 2; f++)
  if (cmp.file[f].desc == NONEXISTENT)
    {
    memset (&cmp.file[f].stat, 0, sizeof cmp.file[f].stat);
    cmp.file[f].stat.st_mode = cmp.file[1 - f].stat.st_mode;
    }

for (f = 0; f < 2; f++)
  {
  int e = ERRNO_DECODE (cmp.file[f].desc);
  if (0 <= e)
    {
    errno = e;
    perror_with_name (cmp.file[f].name);
    status = EXIT_TROUBLE;
    }
  }

if (status == EXIT_SUCCESS && ! parent && DIR_P (0) != DIR_P (1))
  {
  /* If one is a directory, and it was specified in the command line,
   use the file in that dir with the other file's basename. */
  int fnm_arg = DIR_P (0);
  int dir_arg = 1 - fnm_arg;
  char const *fnm = cmp.file[fnm_arg].name;
  char const *dir = cmp.file[dir_arg].name;
  char const *filename = cmp.file[dir_arg].name = free0
  = find_dir_file_pathname (dir, last_component (fnm));
  
  if (STREQ (fnm, "-"))
  fatal ("cannot compare '-' to a directory");
  
  if ((no_dereference_symlinks
    ? lstat (filename, &cmp.file[dir_arg].stat)
    ...
: stat (filename, &cmp.file[dir_arg].stat))
! = 0)
{
    perror_with_name (filename);
    status = EXIT_TROUBLE;
}
}

if (status != EXIT_SUCCESS)
{
    {/* One of the files should exist but does not. */}
}
else if (cmp.file[0].desc == NONEXISTENT
    && cmp.file[1].desc == NONEXISTENT)
{
    /* Neither file "exists", so there's nothing to compare. */
}
else if ((same_files
    == (cmp.file[0].desc != NONEXISTENT
        && cmp.file[1].desc != NONEXISTENT
        && 0 < same_file (&cmp.file[0].stat, &cmp.file[1].stat)
        && same_file_attributes (&cmp.file[0].stat,
            &cmp.file[1].stat))
        && no_diff_means_no_output)
{
    /* The two named files are actually the same physical file.
    We know they are identical without actually reading them. */
}
else if (DIR_P (0) & DIR_P (1))
{
    if (output_style == OUTPUT_IFDEF)
        fatal ("-D option not supported with directories");
    /* If both are directories, compare the files in them. */
    if (parent && !recursive)
    {
        /* But don't compare dir contents one level down
        unless -r was specified.
        See POSIX 1003.1-2001 for this format. */
        message ("Common subdirectories: %s and %s\n",
            cmp.file[0].name, cmp.file[1].name);
    }
    else
        status = diff_dirs (&cmp, compare_files);
}
else if ((DIR_P (0) | DIR_P (1))
    || (parent 2509)}
&& !(S_ISREG (cmp.file[0].stat.st_mode)
|| S_ISLNK (cmp.file[0].stat.st_mode))
&& (S_ISREG (cmp.file[1].stat.st_mode)
|| S_ISLNK (cmp.file[1].stat.st_mode)))
{
    if (cmp.file[0].desc == NONEXISTENT || cmp.file[1].desc == NONEXISTENT)
    {
        /* We have a subdirectory that exists only in one directory. */
        if ((DIR_P (0) | DIR_P (1))
            && recursive
            && (new_file
                || (unidirectional_new_file
                    && cmp.file[0].desc == NONEXISTENT)))
            status = diff_dirs (&cmp, compare_files);
        else
            {
                char const *dir;

                /* PARENT must be non-NULL here. */
                assert (parent);
                dir = parent->file[cmp.file[0].desc == NONEXISTENT].name;

                /* See POSIX 1003.1-2001 for this format. */
                message5("Only in %s: %s\n", dir, name0);

                status = EXIT_FAILURE;
            }
        else
            {
                /* We have two files that are not to be compared. */

                /* See POSIX 1003.1-2001 for this format. */
                message5("File %s is a %s while file %s is a %s\n", file_label[0] ? file_label[0] : cmp.file[0].name,
                    file_type (&cmp.file[0].stat),
                    file_type (&cmp.file[1].stat));

                /* This is a difference. */
                status = EXIT_FAILURE;
            }
        }
    }
else if (S_ISLNK (cmp.file[0].stat.st_mode)
    || S_ISLNK (cmp.file[1].stat.st_mode))
    {
        /* We get here only if we use lstat(), not stat(). */
assert (no_dereference_symlinks);

if (S_ISLNK (cmp.file[0].stat.st_mode)
    && S_ISLNK (cmp.file[1].stat.st_mode))
{
/* Compare the values of the symbolic links. */
char *link_value[2] = { NULL, NULL };

for (f = 0; f < 2; f++)
{
    link_value[f] = xreadlink (cmp.file[f].name);
    if (link_value[f] == NULL)
    {
        perror_with_name (cmp.file[f].name);
        status = EXIT_TROUBLE;
        break;
    }
}
if (status == EXIT_SUCCESS)
{
    if ( ! STREQ (link_value[0], link_value[1]))
    {
        message ("Symbolic links %s and %s differ\n",
                cmp.file[0].name, cmp.file[1].name);
        /* This is a difference. */
        status = EXIT_FAILURE;
    }
}
else
{
    /* We have two files that are not to be compared, because
     one of them is a symbolic link and the other one is not. */
    message5 ("File %s is a %s while file %s is a %s\n",
                file_label[0] ? file_label[0] : cmp.file[0].name,
                file_type (&cmp.file[0].stat),
                file_type (&cmp.file[1].stat));

    /* This is a difference. */
    status = EXIT_FAILURE;
}
else if (files_can_be_treated_as_binary
    && S_ISREG (cmp.file[0].stat.st_mode)
&& S_ISREG (cmp.file[1].stat.st_mode)
&& cmp.file[0].stat.st_size != cmp.file[1].stat.st_size)
{
    message ("Files %s and %s differ\n",
            file_label[0] ? file_label[0] : cmp.file[0].name,
    status = EXIT_FAILURE;
}
else
{
    /* Both exist and neither is a directory. */

    /* Open the files and record their descriptors. */

    int oflags = O_RDONLY | (binary ? O_BINARY : 0);

    if (cmp.file[0].desc == UNOPENED)
        if ((cmp.file[0].desc = open (cmp.file[0].name, oflags, 0)) < 0)
        {
            perror_with_name (cmp.file[0].name);
            status = EXIT_TROUBLE;
        }
    if (cmp.file[1].desc == UNOPENED)
    {
        if (same_files)
            cmp.file[1].desc = cmp.file[0].desc;
        else if ((cmp.file[1].desc = open (cmp.file[1].name, oflags, 0)) < 0)
        {
            perror_with_name (cmp.file[1].name);
            status = EXIT_TROUBLE;
        }
    }
    /* Compare the files, if no error was found. */

    if (status == EXIT_SUCCESS)
        status = diff_2_files (&cmp);
    /* Close the file descriptors. */

    if (0 <= cmp.file[0].desc && close (cmp.file[0].desc) != 0)
    {
        perror_with_name (cmp.file[0].name);
        status = EXIT_TROUBLE;
    }
    if (0 <= cmp.file[1].desc && cmp.file[0].desc != cmp.file[1].desc
        && close (cmp.file[1].desc) != 0)
    {
perror_with_name (cmp.file[1].name);
status = EXIT_TROUBLE;
}
}

/* Now the comparison has been done, if no error prevented it,
and STATUS is the value this function will return. */

if (status == EXIT_SUCCESS)
{
  if (report_identical_files && !DIR_P (0))
message ("Files %s and %s are identical
", file_label[0] ? file_label[0] : cmp.file[0].name,
}
else
{
  /* Flush stdout so that the user sees differences immediately.
This can hurt performance, unfortunately. */
  if (fflush (stdout) != 0)
  pfatal_with_name (_("standard output"));
}

free (free0);
free (free1);

return status;

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# Get modification time of a file or directory and pretty-print it.

scriptversion=2010-08-21.06; # UTC

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* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
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* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java
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* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /opt/cola/permits/1257847059_1643019272.48/0/error-prone-annotations-2-5-1-sources-jar/com/google/errorprone/annotations/ForOverride.java
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1.1713 lucene-analyzers-common 7.5.0

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* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/ConstructorResolver.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/EvaluationException.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/TypeLocator.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/FloatLiteral.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/standard/TokenKind.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OpEQ.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OperatorBetween.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OperatorPower.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OperatorNot.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OpGT.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/ast/OpGE.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/CompilablePropertyAccessor.java
* /opt/cola/permits/1110675919_1606843246.37/0/spring-expression-5-0-8-release-sources-1-
  jar/org/springframework/expression/spel/SpelCompilerMode.java
1.1721 nss-softokn 3.53.1-6.el7_9

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```
1.1722 jsonassert 1.5.0

1.1723 logging-interceptor 3.0.0-RC1
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   * /opt/cola/permits/1126030246_1611552736.93/0/logging-interceptor-3-0-0-rc1-sources-1-
     jar/okhttp3/logging/HttpLoggingInterceptor.java

1.1724 libssh 0.7.1-7.el7
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/**
/**
* A [@link WebApplicationContext] that can be used to bootstrap itself from a contained
* [@link ServletWebServerFactory] bean.
* <p>
* This context will create, initialize and run an [@link WebServer] by searching for a
* single [@link ServletWebServerFactory] bean within the [@link ApplicationContext]
* itself. The [@link ServletWebServerFactory] is free to use standard Spring concepts
* (such as dependency injection, lifecycle callbacks and property placeholder variables).
* <p>
* In addition, any [@link Servlet] or [@link Filter] beans defined in the context will be
* automatically registered with the web server. In the case of a single Servlet bean, the
* /'/' mapping will be used. If multiple Servlet beans are found then the lowercase bean
* name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
* always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').
* <p>
* For more advanced configuration, the context can instead define beans that implement
* the [@link ServletContextInitializer] interface (most often
* [@link ServletRegistrationBean]s and/or [@link FilterRegistrationBean]s). To prevent
* double registration, the use of [@link ServletContextInitializer] beans will disable
* automatic Servlet and Filter bean registration.
* <p>
* Although this context can be used directly, most developers should consider using the
* [@link AnnotationConfigServletWebServerApplicationContext] or
* [@link XmlServletWebServerApplicationContext] variants.
*
* @author Phillip Webb
* @author Dave Syer
* @see AnnotationConfigServletWebServerApplicationContext
* @see XmlServletWebServerApplicationContext
* @see ServletWebServerFactory
*/

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* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/SpelParserConfiguration.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/support/ReflectiveConstructorResolver.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/CompiledExpression.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/common/ExpressionUtils.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/AccessException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/SpelParseException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeComparator.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/ParseException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/ParserContext.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeConverter.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/OperatorOverloader.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/CompiledExpression.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/common/ExpressionUtils.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/AccessException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/spel/SpelParseException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeComparator.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/ParseException.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/ParserContext.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/Expression.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeConverter.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeConverter.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources.jar/org/springframework/expression/TypeConverter.java
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* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/standard/SpelCompiler.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/ast/Indexer.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/support/ReflectivePropertyAccessor.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/ast/MethodReference.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/ast/AstUtils.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/standard/SpelExpression.java
* /opt/cola/permits/1182802217_1627053457.26/0/spring-expression-5-3-9-sources-jar/org/springframework/expression/spel/support/StandardTypeLocator.java

1.1744 libxshmfence 1.2 1.el7
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    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/Completor.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/ConsoleReader.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/MultiCompletor.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/SimpleCompletor.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/Terminal.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/CandidateCycleCompletionHandler.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/ArgumentCompletor.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/ClassNameCompletor.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/CursorBuffer.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/WindowsTerminal.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/UnsupportedTerminal.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/CandidateListCompletionHandler.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/History.java
    * /opt/cola/permits/1000738731_1646171490.77/0/jline-0-9-94-sources-jar/jline/UnixTerminal.java
1.1747 maven-aether-provider 3.3.1

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1.1749 jetty-util 9.2.13.v20150730

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 * Utf8 Appendable abstract base class
 *
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 * encoded bytes, that are converted into characters.
 *
 * This class is stateful and up to 4 calls to { @link #append(byte) } may be needed before state a character is
 * appended to the string buffer.
 *
 * The UTF-8 decoding is done by this class and no additional buffers or Readers are used. The UTF-8 code was
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* /opt/cola/permits/1272777737_1645044061.89/0/jetty-util-9-2-13-v20150730-sources-jar/org/eclipse/jetty/util/HostMap.java
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 * @param c Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &
 * 2=DC_CONFIDENTIAL
 */
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 * @return Data constrain indicator: 0=DC+NONE, 1=DC_INTEGRAL &
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 */

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_init.Initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
and the initial implementation of incremental propagation, including the following new or changed files:

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

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*/

/* tests/plugorder.c - Test harness to display the order of loaded plugins */
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*/

/* This file registers a few dummy built-in pwqual modules, then prints out the 
* order of pwqual modules returned by k5_plugin_load_all. The choice of the 
* pwqual interface is mostly arbitrary; it is an interface which libkrb5 
* itself doesn't use, for which we have a test module. 
*/
* Program to take the place of the configure shell script under DOS.
* The makefile.in files are constructed in such a way that all this
* program needs to do is uncomment lines beginning ##DOS by removing the
* first 5 characters of the line. This will allow lines like:
* ##DOS!include win-pre.in to become: !include win-pre.in
* We also turn any line beginning with '@' into a blank line.
* If a config directory is specified, then the output will be start with
* config\pre.in, then the filtered stdin text, and will end with
* config\post.in.
* Syntax: wconfig [options] [config_directory] <input_file >output_file
* */

1.1753 libphonenumber 8.0.0

1.1754 dgraph v21.03.1
1.1754.1 Available under license:

    // +build !oss

    /*
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    * https://github.com/dgraph-io/dgraph/blob/master/licenses/DCL.txt
    */

package zero

import (  
"context"  
"io/ioutil"  
"math"  
"net/http"  
"time"

    "github.com/dgraph-io/dgraph/ee/audit"

    "github.com/dgraph-io/dgraph/protos(pb"
// proposeTrialLicense proposes an enterprise license valid for 30 days.
func (n *node) proposeTrialLicense() error {
    // Apply enterprise license valid for 30 days from now.
    proposal := &pb.ZeroProposal{
        License: &pb.License{
            MaxNodes: math.MaxUint64,
            ExpiryTs: time.Now().UTC().Add(humanize.Month).Unix(),
        },
    }
    err := n.proposeAndWait(context.Background(), proposal)
    if err != nil {
        return err
    }
    glog.Infof("Enterprise trial license proposed to the cluster: %v", proposal)
    return nil
}

func (s *Server) license() *pb.License {
    s.RLock()
    defer s.RUnlock()
    return proto.Clone(s.state.GetLicense()).(*pb.License)
}

func (s *Server) expireLicense() {
    s.Lock()
    defer s.Unlock()
    s.state.License.Enabled = false
}

// periodically checks the validity of the enterprise license and
// 1. Sets license.Enabled to false in membership state if license has expired.
// 2. Prints out warning once every day a week before the license is set to expire.
func (n *node) updateEnterpriseState(closer *z.Closer) {
    defer closer.Done()
    interval := 5 * time.Second
    ticker := time.NewTicker(interval)
    defer ticker.Stop()
    intervalsInDay := int64(24*time.Hour) / int64(interval)
var counter int64

for {  
    select {  
        case <-ticker.C:  
            counter++  
            license := n.server.license()  
            if !license.GetEnabled() {  
                crashLearner()  
                continue  
            }  
            expiry := time.Unix(license.GetExpiryTs(), 0).UTC()  
            timeToExpire := expiry.Sub(time.Now().UTC())  
            if counter%intervalsInDay == 0 && timeToExpire > 0 && timeToExpire < humanize.Week {  
                glog.Warningf("Your enterprise license will expire in %s. To continue using enterprise features after %s, apply a valid license. To get a new license, contact us at "+  
                "https://dgraph.io/contact.", humanize.Time(expiry), humanize.Time(expiry))  
            }  
            active := time.Now().UTC().Before(expiry)  
            if !active {  
                n.server.expireLicense()  
                audit.Close()  
            }  
            glog.Warningf("Your enterprise license has expired and enterprise features are " +  
                "disabled. To continue using enterprise features, apply a valid license. " +  
                "To receive a new license, contact us at https://dgraph.io/contact.")  
            crashLearner()  
    }  
    case <-closer.HasBeenClosed():  
        return  
    }  
}

applyEnterpriseLicense accepts a PGP message as a POST request body, verifies that it was signed using our private key and applies the license which has maxNodes and Expiry to the cluster.

func (st *state) applyEnterpriseLicense(w http.ResponseWriter, r *http.Request) {

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 */
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*/

package main

import (  
  "bytes"  
  "encoding/json"  
  "io/ioutil"  
  "net/http"  
  "testing"  
  
  "github.com/dgraph-io/dgraph/testutil"  
  "github.com/stretchr/testify/require"
)

var expiredKey = []byte(`-----BEGIN PGP MESSAGE-----
owEBwgI9/ZANAwAKAXomeeH3SyppAax7YgxsawNlnbNiLmpzb25etF5+ewogICJ1
c2VyYjogIlRncmFwaCBUXN0IEdleSlsCIAgIM1heF9ub2Rlc2lyI6lDE4NDQ2NzQ0
MDczNzA5NTUxNjElAogICJleHBpcmkiOiAMTk3MC0wMSo0MVQwMDowMDowMFiCn0kIqzBAAgCAdFiEED3I5Y97wtaMT1MW+eiZ54fdLKmKFAI60Xn4ACgkQeiz5
4fdLKmlIVYo/afX0H7Seb0ukxCACmM8uqIuBEGCEFv3K34avk1g8XRa6y4q/Ys0uU
DSa9aDwDQ8IS5Q9SNlZBi9uO6P1R01dEPTYQizWkdYI9sYx9xmMzK1aA+F3hkn
8TXqI588A+AvbqxHosz8cvh/nG+Ajk451r9c2bqKB/FvH/zI6Xy/tUq9N+PvqH0E
POA7hqrSwdEmW4cNgN4PPhXeb/n2i3G6cpPwCuD+nN0N1fmi/LmL6GT4PrG
BmVz9fOder+U85PhMF+9v0eKLQyDfn1hEV+7++r2/uaaLDYbxYhUnXzp1xwCBX
QTieyvQFY47Hzui9vQUyxDSeEsy9Ghlap1/etvlVaz9oFUuTYQQpiV7+9K3U9L0
Snj5TW57cEKLByZszrakGpqVakVEU1WO4wG0FP4kuA4Xy8xw58tsoqRich9aA0qId
U0Lnuq2semUttyuSR4DHjijne03/R0zn79/aaqMiQN1jze9T9n9Y0AQCy1A3bVXmAZ
mN9Rg6s9a05DxnDrhFzzyYQM+b4onFdl0eYMOHpm+NmKwplkFxB+mKPKj5o/pcE4b
SWHT8fUIA0Wds6c0iDxMdyi41aBmFs0ohq1vUkY7/0joh/0K36GRLnndf4QdQk/
BmVz9fOder+U85PhMF+9v0eKLQyDfn1hEV+7++r2/uaaLDYbxYhUnXzp1xwCBX
QTieyvQFY47Hzui9vQUyxDSeEsy9Ghlap1/etvlVaz9oFUuTYQQpiV7+9K3U9L0
Snj5TW57cEKLByZszrakGpqVakVEU1WO4wG0FP4kU4Xy8xw58tsoqRich9aA0qId
U0Lnuq2semUttyuSR4DHjijne03/R0zn79/aaqMiQN1jze9T9n9Y0AQCy1A3bVXmAZ
mN9Rg6s9a05DxnDrhFzzyYQM+b4onFdl0eYMOHpm+NmKwplkFxB+mKPKj5o/pcE4b
SWHT8fUIA0Wds6c0iDxMdyi41aBmFs0ohq1vUkY7/0joh/0K36GRLnndf4QdQk/
I8m45YuA3NgZtGWFoxK4h4Akrueo5HwWMznJyMn77znzcU5QZU9yFEE=
=2lFm
-----END PGP MESSAGE-----
`
)

var invalidKey = []byte(`-----BEGIN PGP MESSAGE-----
nowEBwgI9/ZANAwAKAXomeeH3SyppAax7YgxsawNlnbNiLmpzb25etF5+ewogICJ1
c2VyYjogIlRncmFwaCBUXN0IEdleSlsCIAgIM1heF9ub2Rlc2lyI6lDE4NDQ2NzQ0
MDczNzA5NTUxNjElAogICJleHBpcmkiOiAMTk3MC0wMSo0MVQwMDowMDowMFiCn0kIqzBAAgCAdFiEED3I5Y97wtaMT1MW+eiZ54fdLKmKFAI60Xn4ACgkQeiz5
4fdLKmlIVYo/afX0H7Seb0ukxCACmM8uqIuBEGCEFv3K34avk1g8XRa6y4q/Ys0uU
DSa9aDwDQ8IS5Q9SNlZBi9uO6P1R01dEPTYQizWkdYI9sYx9xmMzK1aA+F3hkn
8TXqI588A+AvbqxHosz8cvh/nG+Ajk451r9c2bqKB/FvH/zI6Xy/tUq9N+PvqH0E
POA7hqrSwdEmW4cNgN4PPhXeb/n2i3G6cpPwCuD+nN0N1fmi/LmL6GT4PrG
BmVz9fOder+U85PhMF+9v0eKLQyDfn1hEV+7++r2/uaaLDYbxYhUnXzp1xwCBX
QTieyvQFY47Hzui9vQUyxDSeEsy9Ghlap1/etvlVaz9oFUuTYQQpiV7+9K3U9L0
Snj5TW57cEKLByZszrakGpqVakVEU1WO4wG0FP4kU4Xy8xw58tsoqRich9aA0qId
U0Lnuq2semUttyuSR4DHjijne03/R0zn79/aaqMiQN1jze9T9n9Y0AQCy1A3bVXmAZ
mN9Rg6s9a05DxnDrhFzzyYQM+b4onFdl0eYMOHpm+NmKwplkFxB+mKPKj5o/pcE4b
SWHT8fUIA0Wds6c0iDxMdyi41aBmFs0ohq1vUkY7/0joh/0K36GRLnndf4QdQk/
BmVz9fOder+U85PhMF+9v0eKLQyDfn1hEV+7++r2/uaaLDYbxYhUnXzp1xwCBX
QTieyvQFY47Hzui9vQUyxDSeEsy9Ghlap1/etvlVaz9oFUuTYQQpiV7+9K3U9L0
Snj5TW57cEKLByZszrakGpqVakVEU1WO4wG0FP4kU4Xy8xw58tsoqRich9aA0qId
U0Lnuq2semUttyuSR4DHjijne03/R0zn79/aaqMiQN1jze9T9n9Y0AQCy1A3bVXmAZ
mN9Rg6s9a05DxnDrhFzzyYQM+b4onFdl0eYMOHpm+NmKwplkFxB+mKPKj5o/pcE4b
SWHT8fUIA0Wds6c0iDxMdyi41aBmFs0ohq1vUkY7/0joh/0K36GRLnndf4QdQk/`
type Location struct {
    Line   int `json:"line,omitempty"
    Column int `json:"column,omitempty"
}

type GqlError struct {
    Message    string                 `json:"message"
    Locations  []Location             `json:"locations,omitempty"
    Path       []interface{}          `json:"path,omitempty"
    Extensions map[string]interface{} `json:"extensions,omitempty"
}

type GqlErrorList []*GqlError

type responseStruct struct {
    Errors  GqlErrorList           `json:"errors"
    Code    string                 `json:"code"
    Message string                 `json:"message"
    License map[string]interface{} `json:"license"
}

func TestEnterpriseLicense(t *testing.T) {
    enterpriseLicenseURL := "http://" + testutil.SockAddrZeroHttp + "\enterpriseLicense"

    var tests = []struct {
        name   string
        licenseKey []byte
        code    string
        user    string
        message string
    }{
        "Using expired enterprise license key, should be able to extract user information",
        expiredKey, 'Success', 'Dgraph Test Key', "",
    }
```go
// run these tests using the http endpoint
for _, tt := range tests {

    // Apply the license
    response, err := http.Post(enterpriseLicenseURL, "application/text", bytes.NewBuffer(tt.licenseKey))
    require.NoError(t, err)
    var enterpriseResponse responseStruct
    responseBody, err := ioutil.ReadAll(response.Body)
    require.NoError(t, err)
    err = json.Unmarshal(responseBody, &enterpriseResponse)
    require.NoError(t, err)

    // Check if the license is applied
    require.Equal(t, enterpriseResponse.Code, tt.code)
    if enterpriseResponse.Code == `Success` {
        // check the user information in case the license is applied
        require.NoError(t, err)
        if tt.user != nil {
            require.Equal(t, *tt.user, enterpriseResponse.User)
        } else {
            require.NoError(t, err)
        }
    } else {
        require.Equal(t, enterpriseResponse.Errors[0].Message, tt.message)
    }
}

// this time, run them using the GraphQL admin endpoint
for _, tt := range tests {

    // Apply the license
```
resp := testutil.EnterpriseLicense(t, string(tt.licenseKey))
if tt.code == `Success` {
// Check if the license is applied
testutil.CompareJSON(t, `{"enterpriseLicense":{"response":{"code":"Success"}}}`,
string(resp.Data))
// check the user information in case the license is applied
// Expired license should not be enabled even after it is applied
assertLicenseNotEnabled(t, tt.user)
} else {
testutil.CompareJSON(t, `{"enterpriseLicense":null}`, string(resp.Data))
// check the error message in case the license is not applied
require.Contains(t, resp.Errors[0].Message, tt.message)
}
}
}
func assertLicenseNotEnabled(t *testing.T, user string) {
require.NoError(t, err)
var stateResponse responseStruct
responseBody, err := ioutil.ReadAll(response.Body)
require.NoError(t, err)
err = json.Unmarshal(responseBody, &stateResponse)
require.NoError(t, err)
require.Equal(t, stateResponse.License["user"], user)
require.Equal(t, stateResponse.License["enabled"], false)
}
/*
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*/
package admin

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)

type enterpriseLicenseInput struct {  License string
}

func resolveEnterpriseLicense(ctx context.Context, m schema.Mutation) (*resolve.Resolved, bool) {  input, err := getEnterpriseLicenseInput(m)  if err != nil {    return resolve.EmptyResult(m, err), false  }
  if _, err = worker.ApplyLicenseOverNetwork(ctx, &pb.ApplyLicenseRequest{License: []byte(input.License)}); err != nil {    return resolve.EmptyResult(m, err), false  }
  return resolve.DataResult(m, map[string]interface{}{m.Name(): response("Success", "License applied."))}, nil), true
}

func getEnterpriseLicenseInput(m schema.Mutation) (*enterpriseLicenseInput, error) {  inputArg := m.ArgValue(schema.InputArgName)  inputBytes, err := json.Marshal(inputArg)  if err != nil {    return nil, inputArgError(err)  }
  var input enterpriseLicenseInput  err = schema.Unmarshal(inputBytes, &input)  if err != nil {    return nil, inputArgError(err)  }

  // +build oss

/*
package zero

import (
    "net/http"
    
    "github.com/dgraph-io/dgraph/protos/pb"
    "github.com/dgraph-io/ristretto/z"
)

// dummy function as enterprise features are not available in oss binary.
func (n *node) proposeTrialLicense() error {
    return nil
}

// periodically checks the validity of the enterprise license and updates the membership state.
func (n *node) updateEnterpriseState(closer *z.Closer) {
    closer.Done()
}

func (st *state) applyEnterpriseLicense(w http.ResponseWriter, r *http.Request) {
    w.WriteHeader(http.StatusNotFound)
}

func (s *Server) applyLicenseFile(path string) {
    return
}

func (s *Server) license() *pb.License {
    return nil
}

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version: "3.5"
services:
  alpha1:
    image: dgraph/dgraph:latest
    working_dir: /data/alpha1
    labels:
      cluster: test
    ports:
      - "8080"
      - "9080"
    volumes:
      - type: bind
        source: $GOPATH/bin
        target: /gobin
        read_only: true
    command: /gobin/dgraph alpha --my=alpha1:7080 --zero=zero1:5080 --logtostderr
        -v=2
        --security "whitelist=10.0.0.0/8,172.16.0.0/12,192.168.0.0/16;"
  zero1:
    image: dgraph/dgraph:latest
    working_dir: /data/zero1
    labels:
      cluster: test
    ports:
      - "5080"
      - "6080"
    volumes:
      - type: bind
        source: $GOPATH/bin
        target: /gobin
        read_only: true
    command: /gobin/dgraph zero --raft="idx=1;" --my=zero1:5080 --logtostderr -v=2 --bindall
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- Chris McDonough, 2011/02/16
- Wichert Akkerman, 2012/02/02

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

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

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

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

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

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

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

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

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

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

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

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

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This package contains a modified version of `ca-bundle.crt`:

```
ca-bundle.crt -- Bundle of CA Root Certificates

Certificate data from Mozilla as of: Thu Nov 3 19:04:19 2011#
This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree:
It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication.
Just configure this file as the SSLCACertificateFile.#

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***** END LICENSE BLOCK *****
@(#) SRCsfile: certdata.txt,v $Revision: 1.80 $ $Date: 2011/11/03 15:11:58 $#
```

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History
-------

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1.1756 bean-validation-api 1.1.0.Final

1.1757 python-urlgrabber 3.10 10.el7

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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/RegularImmutableList.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/package-info.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/FinalizableWeakReference.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/package-info.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/AbstractIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/Subscribe.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/Defaults.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/MultiInputStream.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/Preconditions.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/base/Predicates.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/ForwardingListMultimap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collect/SortedMapDifference.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/SparseImmutableTable.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/Constraint.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingObject.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/NaturalOrdering.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingSortedMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/MapDifference.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/LinkedHashSet.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/AbstractSetMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingQueue.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-

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jar/com/google/common/collection/ArrayListMultimap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/LinkedListMultimap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ForwardingCollection.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/HashMultiset.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/AbstractBiMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/AbstractMapBasedMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ComparatorOrdering.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/CompoundOrdering.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/SortedSetMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/NullsFirstOrdering.java

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*/
/**
 * Holder for extra methods of { @code Objects} only in web. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/MutableValueGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/ForwardingGraph.java
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  jar/com/google/common/graph/AbstractValueGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/ConfigurableMutableNetwork.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-
  jar/com/google/common/graph/GraphConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ConfigurableMutableGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/MapRetrievalCache.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ElementOrder.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ConfigurableMutableValueGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ConfigurableValueGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/EndpointPair.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/ConfigurableNetwork.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/PeeekingIterator.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/Collections2.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/RegularImmutableMap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/Platform.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/ImmutableListMultimap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20.0-sources-jar/com/google/common/collection/ImmutableBiMap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableMapValues.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableMultiset.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableEntry.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/HashBasedTable.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/ImmutableMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources-jar/com/google/common/collection/RegularImmutableBiMap.java

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/**
* Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
* [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/ForwardingNavigableMap.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/RegularImmutableAsList.java
* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/TreeRangeMap.java
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* /opt/cola/permits/1000875368_1646171529.3/0/guava-20-0-sources.jar/com/google/common/collection/TransformedListIterator.java
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