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1.894 is-obj 2.0.0

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1.903 har-validator 5.1.5

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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
parrt@antlr.org

1.2 libjpeg 6b

1.2.1 Notifications :

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

1.2.2 Available under license :

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

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

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

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

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

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

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

This file contains the following sections:

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

Other documentation files in the distribution are:

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

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

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

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

OVERVIEW
========

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

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

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

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

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

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

We welcome the use of this software as a component of commercial products.
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ansi2knr.c is NOT covered by the above copyright and conditions, but instead
by the usual distribution terms of the Free Software Foundation; principally,
that you must include source code if you redistribute it. (See the file
ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

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

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

The IJG distribution formerly included code to read and write GIF files.

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

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

REFERENCES
==========

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

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

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

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

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

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

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

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

ARCHIVE LOCATIONS
==========

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

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

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

The JPEG FAQ (Frequently Asked Questions) article is a useful source of
general information about JPEG. It is updated constantly and therefore is
not included in this distribution. The FAQ is posted every two weeks to
Usenet newsgroups comp.graphics.misc, news.answers, and other groups.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers
archive sites, including the official news.answers
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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
PBMPLUS software, which provides many useful operations on PPM-format image
files. In particular, it can convert PPM images to and from a wide range of
other formats, thus making cjpeg/djpeg considerably more useful. The latest
version is distributed by the NetPBM group, and is available from numerous

sites,
notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/.
Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is;
you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford,
is available from ftp://havefun.stanford.edu/pub/jpeg/. This program
is designed for research and experimentation rather than production use;
it is slower, harder to use, and less portable than the IJG code, but it
is easier to read and modify. Also, the PVRG code supports lossless JPEG,
which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

Some JPEG programs produce files that are not compatible with our library.
The root of the problem is that the ISO JPEG committee failed to specify a
concrete file format. Some vendors "filled in the blanks" on their own,
creating proprietary formats that no one else could read.
(For example, none
of the early commercial JPEG implementations for the Macintosh were able to
exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format
has been agreed to by a number of major commercial JPEG vendors, and it has
become the de facto standard. JFIF is a minimal or "low end" representation.
We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF
Technical Note #2) for "high end" applications that need to record a lot of
additional data about an image. TIFF/JPEG is fairly new and not yet widely
supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF.
SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should
be able to read the most common variant of SPIFF. SPIFF has some technical
advantages over JFIF, but its major claim to fame is simply that it is an
official standard rather than an informal one. At this point it is unclear
whether
SPIFF will supersede JFIF or whether JFIF will remain the de-facto
standard. IJG intends to support SPIFF once the standard is frozen, but we
have not decided whether it should become our default output format or not.
(In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist.
We have little or no sympathy for the existence of these formats. Indeed,
one of the original reasons for developing this free software was to help
force convergence on common, open format standards for JPEG files. Don't
use a proprietary file format!

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without
 sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.3 javax-inject 1

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Version 2.0, January 2004

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  * Wrapper around {@link System#arraycopy} so that it can be emulated
  * correctly in GWT.
  *
  * <p>It is only intended for the case {@code src} and {@code dest} are
  * different. It also doesn't validate the types and indices.
  *
  * <p>As of GWT 2.0, The built-in {@link System#arraycopy} doesn't work
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 case. See
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* /guava-r06-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-r06-sources-jar/com/google/common/io/ByteProcessor.java
* /guava-r06-sources-jar/com/google/common/util/concurrent/Callables.java

* /guava-r06-sources-jar/com/google/common/net/HostSpecifier.java
* /guava-r06-sources-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-r06-sources-jar/com/google/common/collect/ComparisonChain.java
* /guava-r06-sources-jar/com/google/common/base/Service.java
* /guava-r06-sources-jar/com/google/common/collect/ImmutableAsList.java
* /guava-r06-sources-jar/com/google/common/collect/RegularImmutableList.java
* /guava-r06-sources-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-r06-sources-jar/com/google/common/collect/AsynchronousComputationException.java
* /guava-r06-sources-jar/com/google/common/collect/ImmutableSortedMap.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash
  * method in OpenJDK 7's java.util.HashMap
 class.
  */
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 /guava-r06-sources-jar/com/google/common/collect/ForwardingMultimap.java
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* /guava-r06-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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 /guava-r06-sources-jar/com/google/common/util/concurrent/Futures.java
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tools/antRun
tools/antRun.bat
Source: http://ant.apache.org/
Used By: Xalan's build process: java/build.xml and test/build.xml

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1.15 unzip 6.0

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- -

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

All remaining
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(vms/vms.c), Greg Roelofs (zipinfo.c, new version of unshrink.c),
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Frequently Asked Questions regarding (re)distribution of Zip and UnZip
are near the end of this file.

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

The original unzip source code has been extensively modified and
almost entirely rewritten (changes include random zipfile access
rather than sequential; replacement of unimplode() with explode();
replacement of old unshrink() with new (unrelated) unshrink(); re-
placement of output routines; addition of inflate(), wildcards,
filename-mapping, text translation, ...; etc.). As far as we can
tell, only the core code of the unreduce method remained substantially
similar to Mr. Smith's original source. As of UnZip
5.42, the complete
core code is now covered by the Info-ZIP Licence. Therefore, support
for the reduce method has been removed.
The drop of the reduce method should only affect some test archives,
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For pathologic cases where support for reduced archive entries is
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The following copyright applies to the Mac OS File Manager interface code
(macos/source/macstuff.[ch]), distributed with UnZip 5.4 and later:

```
   * MoreFiles
   *
   * A collection of File Manager and related routines
   *
   * by Jim Luther (Apple Macintosh Developer Technical Support Emeritus)
   * with significant code contributions by Nitin Ganatra
   * (Apple Macintosh Developer Technical Support Emeritus)
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```
   *  MacBinaryIII.h
   *
   *  Copyright 1997 Christopher Evans (cevans@poppybank.com)
   *
   *  Basic encoding and decoding of Macintosh files to the
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   * ---------------------------------------------------------------------
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```

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```
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```

Regarding the first stipulation, Mr. Smith was tracked down in southern
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May 1994, (213) 851-9969 (voice), (213) 887-2127(?) (subscription BBS),
71150.2731@compuserve.com]:

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

Despite the fact that our "normal" code has been entirely rewritten
and by default
no longer contains any of Mr. Smith's code, Info-ZIP
remains indebted and grateful to him. We hope he finds our contribu-
tions as useful as we have his.

Note that the third and fourth stipulations still apply to any com-
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```

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The remaining code was written by many people associated with the
Info-ZIP group, with large contributions from (but not limited to):
Greg Roelofs (overall program logic, ZipInfo, unshrink, filename
mapping/portability, etc.), Mark Adler (inflate, explode, funzip),
Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine
Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows
DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and
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more complete list of contributors.

The decompression core code for the deflate method (inflate.[ch], explode.c) was originally written by Mark Adler who submitted it as public domain code.

1.16 json-simple 1.1

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1.17 antlr-runtime 4.3

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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/tree/pattern/Chunk.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/tree/pattern/ParseTreePattern.java
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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/LexerPushModeAction.java
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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/ProfilingATNSimulator.java
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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/SetTransition.java
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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/ErrorInfo.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/DecisionInfo.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/ParseInfo.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/PredicateEvalInfo.java
*
/antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/ContextSensitivityInfo.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/atn/AmbiguityInfo.java
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* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/misc/Func0.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/misc/Func1.java
* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/misc/Args.java

* /antlr4-runtime-4-3-sources-jar/org/antlr/v4/runtime/ProxyParserErrorListener.java

1.18 antlr4-annotations 4.3

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* /antlr4-annotations-4-3-sources-zip/antlr4-annotations-4-3-sources-jar/org/antlr/v4/runtime/misc/Nullable.java

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1.19 commons-logging 1.2

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1.21 angular-ui-router 0.2.15

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1.22 activemq-protobuf 1.1

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1.23 eventie 1.0.6

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1.24 get-size 1.2.2

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getSize

Get the size of elements.

``` js
var size = getSize( elem );
// elem can be an element
var size = getSize( document.querySelector('#selector') )
// elem can be a string, used as a query selector
var size = getSize('#selector')
```

Returns an object with: `width`, `height`, `innerWidth/Height`, `outerWidth/Height`, `paddingLeft/Top/Right/Bottom`, `marginLeft/Top/Right/Bottom`, `borderLeft/Top/Right/BottomWidth` and `isBorderBox`.

Tested in IE8, IE9 and good browsers.

Install

Install with [Bower](http://bower.io): `bower install get-size`

Install with npm: `npm install get-size`

Firefox hidden iframe bug

[Firefox has an old bug](https://bugzilla.mozilla.org/show_bug.cgi?id=548397) that occurs within iframes that are hidden with `display: none`. To resolve this, you can use alternate CSS to hide the iframe off-screen, with out `display: none`.

``` css
.hide-iframe {
 visibility: hidden;
 position:
 absolute;
 left: -999em;
}
```

Fractional values in IE8

For percentage or `em`-based sizes, IE8 does not support fractional values. getSize will round to the nearest value.

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Found in path(s):
* /get-size-zip/Users/stjerman/Git/prime-enterprise-network-automation/wars/bsa/src/main/webapp/bower_components/get-size/README.md

1.25 jquery 2.1.1

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1.26 xalan 2.7.2

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* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/LayoutUtil.java
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* /miglayout-3-5-5-sources-jar/net/miginfocom/swt/MigLayout.java
*
 /miglayout-3-5-5-sources-jar/net/miginfocom/layout/BoundSize.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/ResizeConstraint.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/swt/SwtContainerWrapper.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/demo/SwtDemo.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/ComponentWrapper.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/Grid.java
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* /miglayout-3-5-5-sources-jar/net/miginfocom/demo/SwingDemo.java
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* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/UnitConverter.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/swing/SwingContainerWrapper.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/swing/MigLayout.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/UnitValue.java
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 /miglayout-3-5-5-sources-jar/net/miginfocom/layout/ContainerWrapper.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/AC.java
* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/PlatformDefaults.java

* /miglayout-3-5-5-sources-jar/net/miginfocom/layout/IDEUtil.java
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*   Date: 2006-sep-08
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/** Returns the absolute positioning of one or more of the edges. This will be applied last in the layout cycle and
will not
  * affect the flow or grid positions. The positioning is relative to the parent
 and can not (as padding) be used
  * to adjust the edges relative to the old value. May be <code>null</code> and elements may be <code>null</code>.
  * <code>null</code> value(s) for the x2 and y2 will be interpreted as to keep the preferred size and thus the x1

```
 * and x2 will just absolutely positions the component.
 * <p>
 * Note that {@link #setBoundsInGrid(boolean)} changes the interpretation of thisproperty slightly.
 * <p>
 * For a more thorough explanation of what this constraint does see the white paper or cheat Sheet at
www.migcomponents.com.
 * @return The current value as a new array, free to modify.
 */
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* @version 1.0
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* @author Mikael Grev, MiG InfoCom AB
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*/
/** Returns the gaps as pixel values.
  * @param parent The parent. Used to get the pixel values.
  * @param defGap The default gap to use if there is no gap set on this object (i.e. it is null).
  * @param
 refSize The reference size used to get the pixel sizes.
  * @param before IF it is the gap before rather than the gap after to return.
  * @return The [min,preferred,max] sizes for the specified gap. Uses {@link
net.miginfocom.layout.LayoutUtil#NOT_SET}
  * for gap sizes that are <code>null</code>. Returns <code>null</code> if there was no gap specified. A new and
free to use array.
  */

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1.28 javax-el 2.2.6

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* /javax-el-2-2-6-sources-2-tar/javax.el-2.2.6-sources/com/sun/el/parser/SimpleCharStream.java
* /javax-el-2-2-6-sources-2-tar/javax.el-2.2.6-sources/com/sun/el/lang/ExpressionBuilder.java
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*/

/*
 Author: Jacob Hookom
 Email: jacob at hookom.net
      Author: Kin-man Chung
*/

/* == Option Declaration == */
options
```

```
{
 STATIC=false;
 NODE_PREFIX="Ast";
 VISITOR_EXCEPTION="javax.el.ELException";
 VISITOR=false;
 MULTI=true;
 NODE_DEFAULT_VOID=true;
 JAVA_UNICODE_ESCAPE=false;
  UNICODE_INPUT=true;
 BUILD_NODE_FILES=true;
}

/* == Parser Declaration == */
PARSER_BEGIN( ELParser )
package com.sun.el.parser;
import java.io.StringReader;
import javax.el.ELException;
public class ELParser
{
  public static Node parse(String ref) throws ELException
  {
     try {
      return (new ELParser(new StringReader(ref))).CompositeExpression();
     } catch (ParseException pe) {
        throw new ELException(pe.getMessage());
     }
  }
}
PARSER_END( ELParser )

/*
* CompositeExpression
* Allow most flexible parsing, restrict by examining
* type of returned node
*/
AstCompositeExpression CompositeExpression() #CompositeExpression
 : {}
{
 (DeferredExpression() | DynamicExpression() | LiteralExpression())* <EOF> { return jjtThis; }
}

/*
* LiteralExpression
* Non-EL Expression blocks
*/
void LiteralExpression() #LiteralExpression : { Token t = null; }
{
 t=<LITERAL_EXPRESSION> { jjtThis.setImage(t.image); }
```

```
}

/*
* DeferredExpression
* #{..} Expressions
*/
void DeferredExpression() #DeferredExpression : {}
{
 <START_DEFERRED_EXPRESSION> Expression() <END_EXPRESSION>
}

/*
* DynamicExpression
* ${..} Expressions
*/
void DynamicExpression() #DynamicExpression : {}
{
 <START_DYNAMIC_EXPRESSION> Expression() <END_EXPRESSION>
}

/*
* Expression
* EL Expression Language Root, goes to Choice
*/
void Expression() : {}
{
 Choice()
}

/*
* Choice
* For Choice markup a ? b : c, then Or
*/
void Choice() : {}
{
 Or() (<QUESTIONMARK> Choice() <COLON> Choice() #Choice(3))?
}

/*
* Or
* For 'or' '||', then And
*/
void Or() : {}
{
 And() ((<OR0>|<OR1>) And() #Or(2))*
}

/*
```

```
* And
* For 'and'
 '&&', then Equality
*/
void And() : {}
{
 Equality() ((<AND0>|<AND1>) Equality() #And(2))*
}

/*
* Equality
* For '==' 'eq' '!=' 'ne', then Compare
*/
void Equality() : {}
{
 Compare()
 (
  ((<EQ0>|<EQ1>) Compare() #Equal(2))
 |
  ((<NE0>|<NE1>) Compare() #NotEqual(2))
 )*
}

/*
* Compare
* For a bunch of them, then Math
*/
void Compare() : {}
{
 Math()
 (
  ((<LT0>|<LT1>) Math() #LessThan(2))
 |
  ((<GT0>|<GT1>) Math() #GreaterThan(2))
 |
  ((<LE0>|<LE1>) Math() #LessThanEqual(2))
 |
  ((<GE0>|<GE1>) Math() #GreaterThanEqual(2))
 )*
}

/*
* Math
* For '+' '-', then Multiplication
*/
void Math() : {}
{
 Multiplication()
```

```
(
 (<PLUS> Multiplication() #Plus(2))
|
 (<MINUS> Multiplication() #Minus(2))
)*
}

/*
* Multiplication
* For a bunch of them, then Unary
*/
void Multiplication() : {}
{
 Unary()
 (
  (<MULT> Unary() #Mult(2))
 |
  ((<DIV0>|<DIV1>) Unary() #Div(2))
 |
  ((<MOD0>|<MOD1>) Unary() #Mod(2))
 )*
}

/*
* Unary
* For '-' '!' 'not' 'empty', then Value
*/
void
 Unary() : {}
{
  <MINUS> Unary() #Negative
 |
  (<NOT0>|<NOT1>) Unary() #Not
 |
  <EMPTY> Unary() #Empty
 |
  Value()
}

/*
* Value
* Defines Prefix plus zero or more Suffixes
*/
void Value() : {}
{
 (ValuePrefix() (ValueSuffix())*) #Value(>1)
}
```

```
/*
* ValuePrefix
* For Literals, Variables, and Functions
*/
void ValuePrefix() : {}
{
 Literal()
 | NonLiteral()
}

/*
* ValueSuffix
* Either dot or bracket notation
*/
void ValueSuffix() : {}
{
 DotSuffix() | BracketSuffix()
}

/*
* DotSuffix
* Dot Property and Dot Method
*/
void DotSuffix() #DotSuffix : { Token t = null; }
{
      <DOT> t=<IDENTIFIER> { jjtThis.setImage(t.image); }
      ( (<LPAREN> (Expression() (<COMMA> Expression())*)? <RPAREN> )
         #MethodArguments
      )?
}

/*
* BracketSuffix
* Sub Expression Suffix
*/
void BracketSuffix() #BracketSuffix : {}
{
 <LBRACK> Expression() <RBRACK>
      ( (<LPAREN> (Expression() (<COMMA> Expression())*)? <RPAREN> )
         #MethodArguments

    )?
}

/*
* NonLiteral
* For Grouped Operations, Identifiers, and Functions
*/
```

```
void NonLiteral() : {}
{
 <LPAREN> Expression() <RPAREN>
 | LOOKAHEAD(4) Function()
 | Identifier()
}

/*
* Identifier
* Java Language Identifier
*/
void Identifier() #Identifier : { Token t = null; }
{
 t=<IDENTIFIER> { jjtThis.setImage(t.image); }
}

/*
* Function
* Namespace:Name(a,b,c)
*/
void Function() #Function :
{
 Token t0 = null;
 Token t1 = null;
}
{
 t0=<IDENTIFIER> (<COLON> t1=<IDENTIFIER>)?
 {
  if (t1 != null) {
   jjtThis.setPrefix(t0.image);
   jjtThis.setLocalName(t1.image);
  } else {
   jjtThis.setLocalName(t0.image);
  }
 }
 <LPAREN> (Expression() (<COMMA> Expression())*)? <RPAREN>
}


/*
* Literal
* Reserved Keywords
*/
void Literal() : {}
{
 Boolean()
 | FloatingPoint()
 | Integer()
```

```
| String()
| Null()
}

/*
* Boolean
* For 'true' 'false'
*/
void Boolean() : {}
{
 <TRUE> #True
| <FALSE> #False
}

/*
* FloatinPoint
* For Decimal and Floating Point Literals
*/
void
 FloatingPoint() #FloatingPoint : { Token t = null; }
{
 t=<FLOATING_POINT_LITERAL> { jjtThis.setImage(t.image); }
}

/*
* Integer
* For Simple Numeric Literals
*/
void Integer() #Integer : { Token t = null; }
{
 t=<INTEGER_LITERAL> { jjtThis.setImage(t.image); }
}

/*
* String
* For Quoted Literals
*/
void String() #String : { Token t = null; }
{
 t=<STRING_LITERAL> { jjtThis.setImage(t.image); }
}

/*
* Null
* For 'null'
*/
void Null() #Null : {}
{
```

```
 <NULL>
}


/*
================================================================================
== */
<DEFAULT> TOKEN :
{
 < LITERAL_EXPRESSION:
   ((~["\\", "$", "#"])
     | ("\\" ("\\" | "$" | "#"))
     | ("$" ~["{", "$"])
     | ("#" ~["{", "#"])
   )+
   | "$"
   | "#"
 >
|
 < START_DYNAMIC_EXPRESSION: "${" > : IN_EXPRESSION
|
 < START_DEFERRED_EXPRESSION: "#{" > : IN_EXPRESSION
}

<DEFAULT> SKIP : { "\\" }

<IN_EXPRESSION> SKIP : { " " | "\t" | "\n" | "\r" }

<IN_EXPRESSION> TOKEN :
{
 < INTEGER_LITERAL: ["0"-"9"]
 (["0"-"9"])* >
| < FLOATING_POINT_LITERAL: (["0"-"9"])+ "." (["0"-"9"])* (<EXPONENT>)?
  | "." (["0"-"9"])+ (<EXPONENT>)?
  | (["0"-"9"])+ <EXPONENT>
 >
| < #EXPONENT: ["e","E"] (["+","-"])? (["0"-"9"])+ >
| < STRING_LITERAL: ("\"" ((~["\"","\\"])
  | ("\\" ( ["\\","\""] )))* "\"")
  | ("\'" ((~["\'","\\"])
  | ("\\" ( ["\\","\'"] )))* "\'")
 >
| < BADLY_ESCAPED_STRING_LITERAL: ("\"" (~["\"","\\"])* ("\\" ( ~["\\","\""] )))
  | ("\'" (~["\'","\\"])* ("\\" ( ~["\\","\'"] )))
 >
| < TRUE : "true" >
| < FALSE : "false" >
| < NULL : "null" >
```

```
| < END_EXPRESSION : "}" > : DEFAULT
| < DOT : "." >
| < LPAREN : "(" >
| < RPAREN : ")" >
| < LBRACK : "[" >
| < RBRACK : "]" >
| < COLON : ":" >
| < COMMA : "," >
| < GT0 : ">" >
| < GT1 : "gt" >
| < LT0 : "<" >
| < LT1 : "lt" >
| < GE0 : ">=" >
| < GE1 : "ge" >
| < LE0 : "<=" >
| < LE1 : "le" >
| < EQ0 : "==" >
| < EQ1 : "eq" >
| < NE0 : "!=" >
| < NE1 : "ne" >
| < NOT0 : "!" >
| < NOT1 : "not" >
| < AND0 : "&&" >
| < AND1 : "and" >
| < OR0 :
 "||" >
| < OR1 : "or" >
| < EMPTY : "empty" >
| < INSTANCEOF : "instanceof" >
| < MULT : "*" >
| < PLUS : "+" >
| < MINUS : "-" >
| < QUESTIONMARK : "?" >
| < DIV0 : "/" >
| < DIV1 : "div" >
| < MOD0 : "%" >
| < MOD1 : "mod" >
| < IDENTIFIER : (<LETTER>|<IMPL_OBJ_START>) (<LETTER>|<DIGIT>)* >
| < #IMPL_OBJ_START: "#" >
| < #LETTER:
  [
  "\u0024",
  "\u0041"-"\u005a",
  "\u005f",
  "\u0061"-"\u007a",
  "\u00c0"-"\u00d6",
  "\u00d8"-"\u00f6",
  "\u00f8"-"\u00ff",
```

```
  "\u0100"-"\u1fff",
  "\u3040"-"\u318f",
  "\u3300"-"\u337f",
  "\u3400"-"\u3d2d",
  "\u4e00"-"\u9fff",
  "\uf900"-"\ufaff"
  ]
 >
| < #DIGIT:
  [
  "\u0030"-"\u0039",
  "\u0660"-"\u0669",
  "\u06f0"-"\u06f9",
  "\u0966"-"\u096f",
  "\u09e6"-"\u09ef",
  "\u0a66"-"\u0a6f",
  "\u0ae6"-"\u0aef",
  "\u0b66"-"\u0b6f",
  "\u0be7"-"\u0bef",
  "\u0c66"-"\u0c6f",
  "\u0ce6"-"\u0cef",
  "\u0d66"-"\u0d6f",
  "\u0e50"-"\u0e59",
  "\u0ed0"-"\u0ed9",
  "\u1040"-"\u1049"
  ]
 >
| < ILLEGAL_CHARACTER: (~[]) >
}
```

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1.46 httpcore-nio 4.4.5

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

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

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


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 -->

</head>

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

      <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
        Toggle navigation

      </button>

      Home &raquo Licenses
      <ul class="nav navbar-nav navbar-right">
        <li class="dropdown">
         About
         <ul class="dropdown-menu"
 role="menu">
        Overview
        Members
        Process
        Sponsorship
        Glossary
        FAQ
        Contact

  Projects
    <li class="dropdown">
         People
        <ul class="dropdown-menu" role="menu">
      Overview
      Committers
      Meritocracy

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

    <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
       <li><a href="/foundation/contributing.html">Donations</a></li>
       <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
       <li><a href="/foundation/thanks.html">Thanks</a></li>
        </ul>
       </li>
      </ul>
    </div>
  </div>
 </nav>
</header>
<!-- / Navigation -->
<div class="container">
 <div class="row">
      <div class="col-md-6 col-sm-5 col-xs-12">
    <img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
  </div>
  <div class="col-md-3 col-sm-3 col-xs-6">
  <a href="http://apache.org/foundation/contributing.html" title="Support Apache">
    <img src="/images/SupportApache-small.png" style="height: 150px; width: 150px; margin-top: 5px; margin-
bottom: 5px;">
  </a>
  </div>
  <div class="col-md-3 col-sm-4 col-xs-6">
    <div class="input-group" style="margin-bottom: 5px;">
   <script>
 (function() {
  var cx = '005703438322411770421:5mgshgrgx2u';
```

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

        <h5 class="white">Community</h5>
        <ul class="list-unstyled white" role="menu">
    Overview
    Conferences
    Summer of Code
    Getting Started
    <a
 href="/foundation/how-it-works.html">The Apache Way
    Travel Assistance

```
    <li><a href="/foundation/getinvolved.html">Get Involved</a></li>
    <li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
    <li><a href="/memorials/">Memorials</a></li>
        </ul>
  </div>

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

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

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

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

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Privacy Policy
Export Information
License/Distribution FAQ
Contacts

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

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</footer>

<!--
/ Footer -->

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

1.47 jsch 0.1.54

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1.48 caseless 0.12.0

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The textbook (containing a proof that the shuffle is uniformly random) is
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* /annotations-13-0-sources-jar/org/intellij/lang/annotations/Language.java
* /annotations-13-0-sources-jar/org/intellij/lang/annotations/PrintFormat.java
*
 /annotations-13-0-sources-jar/org/intellij/lang/annotations/RegExp.java
* /annotations-13-0-sources-jar/org/intellij/lang/annotations/Subst.java

1.58 classnames 2.2.5

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1.59 whatwg-fetch 2.0.4

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/**
* @ngdoc module
* @name ngMessages
* @description
*
* The `ngMessages` module provides enhanced support for displaying messages within templates
* (typically within forms or when rendering message objects that return key/value data).
* Instead of relying on JavaScript code and/or complex ng-if statements within your form template to
* show and hide error messages specific to the state of an input field, the `ngMessages` and
* `ngMessage` directives are designed to handle the complexity, inheritance and priority
* sequencing based on the order of how the messages are defined in the template.
*
* Currently, the ngMessages module only contains the code for the `ngMessages`, `ngMessagesInclude`
* `ngMessage` and `ngMessageExp` directives.
*
* # Usage
* The `ngMessages` directive allows keys in a key/value
 collection to be associated with a child element
* (or 'message') that will show or hide based on the truthiness of that key's value in the collection. A common use
* case for `ngMessages` is to display error messages for inputs using the `$error` object exposed by the

```
* {@link ngModel ngModel} directive.
*
* The child elements of the `ngMessages` directive are matched to the collection keys by a `ngMessage` or
* `ngMessageExp` directive. The value of these attributes must match a key in the collection that is provided by
* the `ngMessages` directive.
*
* Consider the following example, which illustrates a typical use case of `ngMessages`. Within the form `myForm` we
* have a text input named `myField` which is bound to the scope variable `field` using the {@link ngModel ngModel}
* directive.
*
* The `myField` field is a required input of type `email` with a maximum length of 15 characters.
*
* ```html
* <form name="myForm">
*   <label>
*     Enter text:
*
  <input type="email" ng-model="field" name="myField" required maxlength="15" />
*   </label>
*   <div ng-messages="myForm.myField.$error" role="alert">
*     <div ng-message="required">Please enter a value for this field.</div>
*     <div ng-message="email">This field must be a valid email address.</div>
*     <div ng-message="maxlength">This field can be at most 15 characters long.</div>
*   </div>
* </form>
* ```
*
* In order to show error messages corresponding to `myField` we first create an element with an `ngMessages` attribute
* set to the `$error` object owned by the `myField` input in our `myForm` form.
*
* Within this element we then create separate elements for each of the possible errors that `myField` could have.
* The `ngMessage` attribute is used to declare which element(s) will appear for which error - for example,
* setting `ng-message="required"` specifies that this particular element should be displayed when there
* is no value present for the required
 field `myField` (because the key `required` will be `true` in the object
* `myForm.myField.$error`).
*
* ### Message order
*
* By default, `ngMessages` will only display one message for a particular key/value collection at any time. If more
* than one message (or error) key is currently true, then which message is shown is determined by the order of messages
* in the HTML template code (messages declared first are prioritised). This mechanism means the developer does not have
* to prioritize messages using custom JavaScript code.
```

```
*
* Given the following error object for our example (which informs us that the field `myField` currently has both the
* `required` and `email` errors):
*
* ```javascript
* <!-- keep in mind that ngModel automatically sets these error flags -->
* myField.$error = { required : true, email: true, maxlength: false };
* ```
* The `required` message will be displayed to the user since it appears before the `email` message in the DOM.
* Once the
 user types a single character, the `required` message will disappear (since the field now has a value)
* but the `email` message will be visible because it is still applicable.
*
* ### Displaying multiple messages at the same time
*
* While `ngMessages` will by default only display one error element at a time, the `ng-messages-multiple` attribute
can
* be applied to the `ngMessages` container element to cause it to display all applicable error messages at once:
*
* ```html
* <!-- attribute-style usage -->
* <div ng-messages="myForm.myField.$error" ng-messages-multiple>...</div>
*
* <!-- element-style usage -->
* <ng-messages for="myForm.myField.$error" multiple>...</ng-messages>
* ```
*
* ## Reusing and Overriding Messages
* In addition to prioritization, ngMessages also allows for including messages from a remote or an inline
* template. This allows for generic collection of messages to be reused across multiple parts of an
* application.
*
* ```html
* <script type="text/ng-template"
 id="error-messages">
*   <div ng-message="required">This field is required</div>
*   <div ng-message="minlength">This field is too short</div>
* </script>
*
* <div ng-messages="myForm.myField.$error" role="alert">
*   <div ng-messages-include="error-messages"></div>
* </div>
* ```
*
* However, including generic messages may not be useful enough to match all input fields, therefore,
* `ngMessages` provides the ability to override messages defined in the remote template by redefining
* them within the directive container.
*
```

* ```html
* <!-- a generic template of error messages known as "my-custom-messages" -->
* <script type="text/ng-template" id="my-custom-messages">
*   This field is required
*   This field is too short
* </script>
*
* <form name="myForm">
*   <label>
*   Email address
*   <input type="email"
*   id="email"
*   name="myEmail"
*
      ng-model="email"
*   minlength="5"
*   required />
*   </label>
*   <!-- any ng-message elements that appear BEFORE the ng-messages-include will
*   override the messages present in the ng-messages-include template -->
*
*   <!-- this required message has overridden the template message -->
*   You did not enter your email address
*
*   <!-- this is a brand new message and will appear last in the prioritization -->
*   Your email address is invalid
*
*   <!-- and here are the generic error messages -->
*
*
* </form>
* ```
*
* In the example HTML code above the message that is set on required will override the corresponding
* required message defined within the remote template. Therefore, with particular input fields (such
* email addresses, date
 fields, autocomplete inputs, etc...), specialized error messages can be applied
* while more generic messages can be used to handle other, more general input errors.
*
* ## Dynamic Messaging
* ngMessages also supports using expressions to dynamically change key values. Using arrays and
* repeaters to list messages is also supported. This means that the code below will be able to
* fully adapt itself and display the appropriate message when any of the expression data changes:
*
* ```html
* <form name="myForm">
*   <label>
*   Email address

```
*     <input type="email"
*            name="myEmail"
*            ng-model="email"
*            minlength="5"
*            required />
*   </label>
*   <div ng-messages="myForm.myEmail.$error" role="alert">
*     <div ng-message="required">You did not enter your email address</div>
*     <div ng-repeat="errorMessage in errorMessages">
*       <!-- use ng-message-exp for a message whose key is given by an expression -->
*
    <div ng-message-exp="errorMessage.type">{{ errorMessage.text }}</div>
*     </div>
*   </div>
* </form>
* ```
*
* The `errorMessage.type` expression can be a string value or it can be an array so
* that multiple errors can be associated with a single error message:
*
* ```html
*   <label>
*     Email address
*     <input type="email"
*            ng-model="data.email"
*            name="myEmail"
*            ng-minlength="5"
*            ng-maxlength="100"
*            required />
*   </label>
*   <div ng-messages="myForm.myEmail.$error" role="alert">
*     <div ng-message-exp="'required'">You did not enter your email address</div>
*     <div ng-message-exp="['minlength', 'maxlength']">
*       Your email must be between 5 and 100 characters long
*     </div>
*   </div>
* ```
*
* Feel free to use other structural directives such as ng-if and ng-switch to further control
* what messages are active and when. Be careful, if you place ng-message on the same element
 * as these structural directives, Angular may not be able to determine if a message is active
* or not. Therefore it is best to place the ng-message on a child element of the structural
* directive.
*
* ```html
* <div ng-messages="myForm.myEmail.$error" role="alert">
*   <div ng-if="showRequiredError">
*     <div ng-message="required">Please enter something</div>
```

```
*   </div>
* </div>
* ```
*
* ## Animations
* If the `ngAnimate` module is active within the application then the `ngMessages`, `ngMessage` and
* `ngMessageExp` directives will trigger animations whenever any messages are added and removed from
* the DOM by the `ngMessages` directive.
*
* Whenever the `ngMessages` directive contains one or more visible messages then the `.ng-active` CSS
* class will be added to the element. The `.ng-inactive` CSS class will be applied when there are no
* messages present. Therefore, CSS transitions and keyframes as well as JavaScript animations can
* hook into the animations
 whenever these classes are added/removed.
*
* Let's say that our HTML code for our messages container looks like so:
*
* ```html
* <div ng-messages="myMessages" class="my-messages" role="alert">
*   <div ng-message="alert" class="some-message">...</div>
*   <div ng-message="fail" class="some-message">...</div>
* </div>
* ```
*
* Then the CSS animation code for the message container looks like so:
*
* ```css
* .my-messages {
*   transition:1s linear all;
* }
* .my-messages.ng-active {
*   // messages are visible
* }
* .my-messages.ng-inactive {
*   // messages are hidden
* }
* ```
*
* Whenever an inner message is attached (becomes visible) or removed (becomes hidden) then the enter
* and leave animation is triggered for each particular element bound to the `ngMessage` directive.
*
* Therefore, the CSS code for the inner messages looks like so:
*
* ```css
* .some-message {
*   transition:1s linear all;
* }
*
```

* .some-message.ng-enter {}
* .some-message.ng-enter.ng-enter-active
 {}
*
* .some-message.ng-leave {}
* .some-message.ng-leave.ng-leave-active {}
* ```
*
* {@link ngAnimate Click here} to learn how to use JavaScript animations or to learn more about ngAnimate.
*/

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1.63 angular-sanitize 1.6.5

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1.64 doc-ready 1.0.3

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1.65 fizzy-ui-utils 1.0.1

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1.67 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

1.68 js 1.6R2

1.69 requirejs 2.3.6

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1.70 zlib 1.2.3

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version 1.2.11, January 15th, 2017

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* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/DriverDataSource.java
* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/pool/ProxyFactory.java
* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/ConcurrentBag.java
* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/SuspendResumeLock.java
* /hikaricp-java7-2-4-13-sources-zip/com/zaxxer/hikari/util/JavassistProxyFactory.java
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1.76 commons-http-client 3.1

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1.77 jaxb-runtime 2.3.1

1.78 j2objc-annotations 1.3

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* /okio-1-13-0-sources-2-jar/okio/HashingSource.java
* /okio-1-13-0-sources-2-jar/okio/HashingSink.java
* /okio-1-13-0-sources-2-jar/okio/Options.java
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Found in path(s):
* /okio-1-13-0-sources-2-jar/okio/Utf8.java

1.82 ezmorph 1.0.6

1.83 wsdl4j 1.5.1

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$Id: Format.java,v 1.10 2004/09/07 06:37:20 jhunter Exp $

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$Id: IllegalNameException.java,v 1.13 2004/02/06 09:28:30 jhunter Exp $

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$Id: JAXPDOMAdapter.java,v 1.12 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
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$Id: OracleV1DOMAdapter.java,v 1.19 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/adapters/OracleV1DOMAdapter.java

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$Id: JDOMFactory.java,v 1.8 2004/09/01 05:25:38 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/JDOMFactory.java
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$Id: AndFilter.java,v 1.3 2004/02/06 09:28:31 jhunter Exp $

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$Id: DOMAdapter.java,v 1.21 2004/02/06 09:28:31 jhunter Exp $

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$Id: XPath.java,v 1.15 2004/02/06 09:28:32 jhunter Exp $

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$Id: OracleV2DOMAdapter.java,v 1.18 2004/02/06 09:28:31 jhunter Exp $

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$Id: Comment.java,v 1.32 2004/02/11 21:12:43 jhunter Exp $

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$Id: Content.java,v 1.5 2004/09/07 06:37:20 jhunter Exp $

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Found in path(s):
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/*--

$Id: JDOMParseException.java,v 1.7 2004/02/17 02:29:24 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/input/JDOMParseException.java
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$Id: Document.java,v 1.84 2004/08/31 21:47:51 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/Document.java
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$Id: SAXHandler.java,v 1.68 2004/08/31 06:14:05 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/input/SAXHandler.java
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$Id: EscapeStrategy.java,v 1.3 2004/02/06 09:28:32 jhunter Exp $

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Found in path(s):
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$Id: JDOMLocator.java,v 1.3 2004/02/06 09:28:32 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/output/JDOMLocator.java
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/*--

$Id: FilterIterator.java,v 1.5 2004/08/31 19:36:12 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/FilterIterator.java
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$Id: Text.java,v 1.24 2004/02/27 11:32:57 jhunter Exp $

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$Id: DOMOutputter.java,v 1.41 2004/09/03 06:03:42 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/output/DOMOutputter.java
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$Id: DefaultJDOMFactory.java,v 1.6 2004/09/01 05:25:38 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/DefaultJDOMFactory.java
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$Id: AttributeList.java,v 1.23 2004/02/28 03:30:27 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/AttributeList.java

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$Id: BuilderErrorHandler.java,v 1.12 2004/02/06 09:28:31 jhunter Exp $

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$Id: IllegalAddException.java,v 1.25 2004/02/06 09:28:30 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/IllegalAddException.java
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/*--

$Id: DataConversionException.java,v 1.13 2004/02/06 09:28:30 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/DataConversionException.java
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$Id: AbstractFilter.java,v 1.5 2004/02/27 11:32:58 jhunter Exp $

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*/

Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/filter/AbstractFilter.java
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$Id: Attribute.java,v 1.52 2004/03/01 23:58:28 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/Attribute.java
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$Id: JDOMResult.java,v 1.23 2004/08/31 06:10:38 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/transform/JDOMResult.java
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/*--

$Id: SAXOutputter.java,v 1.37 2004/09/03 06:11:00 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/output/SAXOutputter.java
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$Id: Element.java,v 1.152 2004/09/03 06:35:39 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/Element.java
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$Id: ContentList.java,v 1.39 2004/02/28 03:30:27 jhunter Exp $

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$Id: TextBuffer.java,v 1.8 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
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$Id: XercesDOMAdapter.java,v 1.18 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/adapters/XercesDOMAdapter.java
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$Id: NegateFilter.java,v 1.3 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
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$Id: IllegalDataException.java,v 1.13 2004/02/06 09:28:30 jhunter Exp $

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Found in path(s):
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$Id: Verifier.java,v 1.51 2004/08/31 21:58:55 jhunter Exp $

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$Id: ElementFilter.java,v 1.18 2004/09/07 06:37:20 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/filter/ElementFilter.java
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$Id: EntityRef.java,v 1.21 2004/02/27 11:32:57 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/EntityRef.java
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$Id: CDATA.java,v 1.30 2004/02/27 11:32:57 jhunter Exp $

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$Id: DocType.java,v 1.31 2004/02/27 11:32:57 jhunter Exp $

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$Id: OrFilter.java,v 1.4 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/filter/OrFilter.java
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$Id: XMLOutputter.java,v 1.112 2004/09/01 06:08:18 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/output/XMLOutputter.java
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$Id: XSLTransformException.java,v 1.3 2004/02/06 09:28:32 jhunter Exp $

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Found in path(s):
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$Id: JDOMException.java,v 1.23 2004/02/27 11:32:57 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/JDOMException.java
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$Id: XML4JDOMAdapter.java,v 1.17 2004/02/06 09:28:31 jhunter Exp $

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$Id: XSLTransformer.java,v 1.2 2004/02/06 09:28:32 jhunter Exp $

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Found in path(s):
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$Id: SAXBuilder.java,v 1.89 2004/09/03 18:24:28 jhunter Exp $

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*/

Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/input/SAXBuilder.java
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/*--

$Id: JDOMSource.java,v 1.18 2004/08/31 04:43:48 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/transform/JDOMSource.java
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$Id: Parent.java,v 1.12 2004/08/31 21:47:51 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/Parent.java
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$Id: ContentFilter.java,v 1.14 2004/08/31 04:56:07 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/filter/ContentFilter.java
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/*--

$Id: DescendantIterator.java,v 1.5 2004/02/27 11:32:57 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/DescendantIterator.java
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/*--

$Id: ProcessingInstruction.java,v 1.46 2004/02/27 11:32:57 jhunter Exp $

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Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/ProcessingInstruction.java
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/*--

$Id: CrimsonDOMAdapter.java,v 1.16 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
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$Id: AbstractDOMAdapter.java,v 1.20 2004/02/06 09:28:31 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/adapters/AbstractDOMAdapter.java
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$Id: DOMBuilder.java,v 1.59 2004/09/03 06:03:41 jhunter Exp $

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Found in path(s):
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$Id: Filter.java,v 1.9 2004/02/06 09:28:31 jhunter Exp $

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Found in path(s):
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/*--

$Id: JaxenXPath.java,v 1.19 2004/09/03 07:27:39 jhunter Exp $

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Found in path(s):
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$Id: Namespace.java,v 1.41 2004/02/27 11:32:57 jhunter Exp $

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created by Jason Hunter <jhunter_AT_jdom_DOT_org> and
Brett McLaughlin <brett_AT_jdom_DOT_org>. For more information
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*/

Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/Namespace.java
No license file was found, but licenses were detected in source scan.

/*--

$Id: NamespaceStack.java,v 1.13 2004/02/06 09:28:32 jhunter Exp $

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* /jdom-1-0-sources-jar/org/jdom/output/NamespaceStack.java
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$Id: JAXPParserFactory.java,v 1.5 2004/02/27 21:08:47 jhunter Exp $

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*/

Found in path(s):
* /jdom-1-0-sources-jar/org/jdom/input/JAXPParserFactory.java

1.90 oauth 20100527

1.91 jtds 1.2.2

1.91.1 Available under license :

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1.92 streambuffer 1.5

1.93 stax 3.1.1

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1.94 vijava 5.1

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==========*/

```
package com.vmware.vim25;
import java.util.Calendar;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class ExpiredFeatureLicense extends NotEnoughLicenses {
 public String feature;
 public int count;
 public Calendar expirationDate;

 public String getFeature() {
  return this.feature;
 }

 public
 int getCount() {
  return this.count;
 }

 public Calendar getExpirationDate() {
  return this.expirationDate;
 }

 public void setFeature(String feature) {
  this.feature=feature;
 }

 public void setCount(int count) {
  this.count=count;
 }

 public void setExpirationDate(Calendar expirationDate) {
  this.expirationDate=expirationDate;
 }
}
```

2j,com/vmware/vim25/mo/samples/lic/PrintLicensejava/lang/Object<init>()VCode LineNumberTableLocalVariableTablethis.Lcom/vmware/vim25/mo/samples/lic/PrintLicense;main([Ljava/lang/String;)V Exceptionsjava/lang/Exception java/lang/SystemoutLjava/io/PrintStream;4Usage: java PrintLicense <url> <username> <password>

java/io/PrintStream println(Ljava/lang/String;)V"#com/vmware/vim25/mo/ServiceInstance$java/net/URL
#&
!()6(Ljava/net/URL;Ljava/lang/String;Ljava/lang/String;Z)V
!+,-getLicenseManager&()Lcom/vmware/vim25/mo/LicenseManager;/java/lang/StringBuilder1License edition:
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465"com/vmware/vim25/mo/LicenseManager78getLicensedEdition()Ljava/lang/String;
.:;<append-(Ljava/lang/String;)Ljava/lang/StringBuilder;
.>?8toStringALicnese source available:
4CDEgetSourceAvailable()Z
.G;H(Z)Ljava/lang/StringBuilder;
4JKL getSource"()Lcom/vmware/vim25/LicenseSource;
NOPprintLicenseSource#(Lcom/vmware/vim25/LicenseSource;)VRLicense Diagnostic Info:
4TUVgetDiagnostics'()Lcom/vmware/vim25/LicenseDiagnostics;
XYZprintDiagnostics((Lcom/vmware/vim25/LicenseDiagnostics;)V\
License
Features:
4^_`querySupportedFeaturesH(Lcom/vmware/vim25/mo/HostSystem;)[Lcom/vmware/vim25/LicenseFeatureInfo;
bcdprintLicenseFeatures)([Lcom/vmware/vim25/LicenseFeatureInfo;)Vf
License Usage:
4hijqueryLicenseUsageE(Lcom/vmware/vim25/mo/HostSystem;)Lcom/vmware/vim25/LicenseUsageInfo;
lmnprintLicenseUsage&(Lcom/vmware/vim25/LicenseUsageInfo;)Vp
License source availability:
4rstqueryLicenseSourceAvailabilityM(Lcom/vmware/vim25/mo/HostSystem;)[Lcom/vmware/vim25/LicenseAvailabilityInfo;
vwxprintLicenseAvailable.([Lcom/vmware/vim25/LicenseAvailabilityInfo;)V
!z{|getServerConnection(()Lcom/vmware/vim25/mo/ServerConnection;
~$com/vmware/vim25/mo/ServerConnectionlogoutargs[Ljava/lang/String;si%Lcom/vmware/vim25/mo/ServiceInstance;lm$Lcom/vmware/vim25/mo/LicenseManager;
StackMapTableFeature:
(com/vmware/vim25/LicenseAvailabilityInfo
getFeature'()Lcom/vmware/vim25/LicenseFeatureInfo;
#com/vmware/vim25/LicenseFeatureInfo8getFeatureNameTotal
licenses:
getTotal()I
.;(I)Ljava/lang/StringBuilder;Available licenses:
getAvailablels+[Lcom/vmware/vim25/LicenseAvailabilityInfo;iI!The list of feature reservations:
!com/vmware/vim25/LicenseUsageInfogetReservationInfo,()[Lcom/vmware/vim25/LicenseReservationInfo;
Feature key :
'com/vmware/vim25/LicenseReservationInfo8getKeyRequired license:
getRequiredState:
getState0()Lcom/vmware/vim25/LicenseReservationInfoState;
.;-(Ljava/lang/Object;)Ljava/lang/StringBuilder;4All the features that are referenced in reservation:
getFeatureInfo(()[Lcom/vmware/vim25/LicenseFeatureInfo;License source:
JLicense source available:
EisSourceAvailableui#Lcom/vmware/vim25/LicenseUsageInfo;ris*[Lcom/vmware/vim25/LicenseReservationInfo;(
com/vmware/vim25/EvaluationLicenseSource#Evaluation license: will expire in
getRemainingHours()Ljava/lang/Long; hours.$com/vmware/vim25/LicenseServerSourceLicense from server:
8getLicenseServer#com/vmware/vim25/LocalLicenseSourceLocal license key:

8getLicenseKeyssrc
Lcom/vmware/vim25/LicenseSource;
FeatureName:

CostUnit:
8getCostUnit
DependentKey:
getDependentKey()[Ljava/lang/String;
java/lang/StringvalueOf&(Ljava/lang/Object;)Ljava/lang/String;
Edition:

getEdition()Ljava/lang/Boolean;
ExpiresOn:
getExpiresOn()Ljava/util/Calendar;
FeatureDescription:
8getFeatureDescription
Key:

SourceRestriction:
8getSourceRestriction!
State:
#$,()Lcom/vmware/vim25/LicenseFeatureInfoState;fis&[Lcom/vmware/vim25/LicenseFeatureInfo;prtStrLjava/lang
/String;depj-LastStatusUpdate:
/10#com/vmware/vim25/LicenseDiagnostics2getLastStatusUpdate
465java/util/Calendar78getTime()Ljava/util/Date;:
LicenseFeatureUnknown:
/<=8getLicenseFeatureUnknowns?
LicneseRequestFailures:
/AB8getLicenseRequestFailuresD
LicenseReqeusts:
/FG8getLicenseRequestsI
OpFailiureMessage:
/KL8getOpFailureMessageN
OpState:
/PQR
getOpState(()Lcom/vmware/vim25/LicenseManagerState;T
SourceLastChanged:
/VWgetSourceLastChangedY
sourceLatency:
/[\]getSourceLatency()F
._;`(F)Ljava/lang/StringBuilder;b
sourceLost:
/de8
getSourceLostld%Lcom/vmware/vim25/LicenseDiagnostics;
SourceFilePrintLicense.java!/*
2
T*!Y#Y*2%*2*2'L+*M.Y02,39=.Y@2,BF=,IMQ,SW[,]ae,gko,qu+y}

f68:=>$=(@-B9CCBFERF\E_HfJnKuO}PRSUWVYZ
(-wxg<Z.Y2*29=.Y2*2=.Y2*2=* *
*
^`a `#b>cJdVcY^ffgdV mn;*L=W.Y2+29=.Y2+2=.Y2+2=+ +*a*M.Y2*F=
Fjk
ln-o9pEoHqclptxvxy{|{}
aS OPu*'.Y2*9=L*".Y2*9=&*.Y2*9=
:%+2>KQXdqtu+%"cd<.Y2*299*299=M*2N6".Y,2-299=M-
-.Y,29*2
9*29*299*299*29 9*2"=M,* *&
V%*-.5;We4%&.'(5)8-*5+
r YZ
.Y,2.399*;9>9*@9C9*E9H9*J9M9*OS9*U3X9*Z^a9*c9=L+
F&,3@MZjwfg'(hi
2com/vmware/vim25/InvalidLicensecom/vmware/vim25/VimFaultlicenseContentLjava/lang/String;<init>()VCode
LineNumberTableLocalVariableTablethis!Lcom/vmware/vim25/InvalidLicense;getLicenseContent()Ljava/lang/Stri
ng; setLicenseContent(Ljava/lang/String;)V
SourceFileInvalidLicense.java! /*
&
/**
>*+
./
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==========*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class ExpiredAddonLicense extends ExpiredFeatureLicense {
}
```

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==========*/

package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class ExpiredEditionLicense extends ExpiredFeatureLicense {
}
2&com/vmware/vim25/ExpiredEditionLicense&com/vmware/vim25/ExpiredFeatureLicense<init>()VCode
LineNumberTableLocalVariableTablethis(Lcom/vmware/vim25/ExpiredEditionLicense;
SourceFileExpiredEditionLicense.java!/*
&
2(&com/vmware/vim25/ExpiredFeatureLicense"com/vmware/vim25/NotEnoughLicensesfeatureLjava/lang/String;c
ountIexpirationDateLjava/util/Calendar;<init>()VCode
LineNumberTableLocalVariableTablethis(Lcom/vmware/vim25/ExpiredFeatureLicense;
getFeature()Ljava/lang/String; getCount()I getExpirationDate()Ljava/util/Calendar;

setFeature(Ljava/lang/String;)VsetCount(I)VsetExpirationDate(Ljava/util/Calendar;)V
SourceFileExpiredFeatureLicense.java!

/*'
/*-
/*1
/*5 !
>*+
9:"#
>*
=>$%
>*+
AB
&'
2&com/vmware/vim25/InvalidEditionLicense"com/vmware/vim25/NotEnoughLicensesfeatureLjava/lang/String;<in
it>()VCode
LineNumberTableLocalVariableTablethis(Lcom/vmware/vim25/InvalidEditionLicense;
getFeature()Ljava/lang/String;
setFeature(Ljava/lang/String;)V
SourceFileInvalidEditionLicense.java! /*
&
/**
>*+
./
2com/vmware/vim25/VmLimitLicense"com/vmware/vim25/NotEnoughLicenseslimitI<init>()VCode
LineNumberTableLocalVariableTablethis!Lcom/vmware/vim25/VmLimitLicense;getLimit()I setLimit(I)V
SourceFileVmLimitLicense.java! /*
&
/**
>*
./
/*==========

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==========*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class VmLimitLicense extends NotEnoughLicenses {
 public int limit;

 public int getLimit() {
   return this.limit;
 }

 public void setLimit(int limit) {
   this.limit=limit;
 }
}
```

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===*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class InvalidEditionLicense extends NotEnoughLicenses {
 public String feature;

 public String getFeature() {
   return this.feature;
 }

 public void setFeature(String feature) {
   this.feature=feature;
 }
}
```

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==========*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class Permission extends DynamicData {
 public ManagedObjectReference entity;
 public String principal;
 public boolean group;
 public int roleId;
 public boolean propagate;

 public ManagedObjectReference getEntity() {

  return this.entity;
 }

 public String getPrincipal() {
  return this.principal;
 }

 public boolean isGroup() {
  return this.group;
 }

 public int getRoleId() {
  return this.roleId;
 }

 public boolean isPropagate() {
  return this.propagate;
 }
```

```
 public void setEntity(ManagedObjectReference entity) {
   this.entity=entity;
 }

 public void setPrincipal(String principal) {
   this.principal=principal;
 }

 public void setGroup(boolean group) {
   this.group=group;
 }

 public void setRoleId(int roleId) {
   this.roleId=roleId;
 }

 public void setPropagate(boolean propagate) {
   this.propagate=propagate;
 }
}
/*============================================================================
```

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===*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class InvalidLicense extends VimFault {
 public String licenseContent;

 public String getLicenseContent() {
   return this.licenseContent;
 }

 public void setLicenseContent(String licenseContent) {
   this.licenseContent=licenseContent;
  }
}
```

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==========*/

package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class VramLimitLicense extends NotEnoughLicenses {
 public int limit;

 public int getLimit() {
  return this.limit;
 }

 public void setLimit(int limit) {
  this.limit=limit;
 }
}
25com/vmware/vim25/Permissioncom/vmware/vim25/DynamicDataentity)Lcom/vmware/vim25/ManagedObjectReference; principalLjava/lang/String;groupZroleIdI propagate<init>()VCode
LineNumberTableLocalVariableTablethisLcom/vmware/vim25/Permission;
getEntity+()Lcom/vmware/vim25/ManagedObjectReference; getPrincipal()Ljava/lang/String; isGroup()Z "
 getRoleId()I &isPropagate)
 setEntity,(Lcom/vmware/vim25/ManagedObjectReference;)VsetPrincipal(Ljava/lang/String;)VsetGroup(Z)V
setRoleId(I)VsetPropagate
SourceFilePermission.java!

/*&/*./*2 /*!6#$/*%:' /*(>*+>*+
BC,->*+
FG./>*!
JK
01>*%
NO2/>*(
RS
34
2!com/vmware/vim25/VramLimitLicense"com/vmware/vim25/NotEnoughLicenseslimitI<init>()VCode
LineNumberTableLocalVariableTablethis#Lcom/vmware/vim25/VramLimitLicense;getLimit()I setLimit(I)V
SourceFileVramLimitLicense.java! /*
&
 /**
 >*
./

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==*/

```
package com.vmware.vim25;

/**
* @author Steve Jin (http://www.doublecloud.org)
* @version 5.1
*/

@SuppressWarnings("all")
public class NotEnoughLicenses extends RuntimeFault {
}
2"com/vmware/vim25/NotEnoughLicensescom/vmware/vim25/RuntimeFault<init>()VCode
 LineNumberTableLocalVariableTablethis$Lcom/vmware/vim25/NotEnoughLicenses;
SourceFileNotEnoughLicenses.java!/*
&
2$com/vmware/vim25/ExpiredAddonLicense&com/vmware/vim25/ExpiredFeatureLicense<init>()VCode
 LineNumberTableLocalVariableTablethis&Lcom/vmware/vim25/ExpiredAddonLicense;
SourceFileExpiredAddonLicense.java!/*
&
```

1.95 jmock-legacy 2.5.1

1.96 libsigar 1.6.5

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1.97 guice-jmx 2.0

1.97.1 Available under license :

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

Manifest-Version: 1.0
Ant-Version: Apache Ant 1.7.0
Created-By: 1.6.0_07 (Apple Inc.)
Export-Package: com.google.inject.tools.jmx;uses:="com.google.inject,j
avax.management";version="1.2"
Bundle-Name: guice-jmx
Bundle-Copyright: Copyright (C) 2006 Google Inc.
Bundle-Vendor: Google Inc.
Bundle-Version: 2.0
Bundle-ManifestVersion: 2
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-Description: Guice is a lightweight dependency injection framew
ork for Java 5 and above
Import-Package: com.google.inject;version="[1.2,2)",com.google.inject.
tools.jmx;version="[1.2,2)",javax.management;resolution:=optional
Bundle-SymbolicName: com.google.inject.tools.jmx
Bundle-DocURL: http://code.google.com/p/google-guice/

Found in path(s):
* /guice-jmx-2-0-zip/META-INF/MANIFEST.MF

1.98 jmock 2.5.1

1.99 jpcap 1.16

1.100 expectj 2.0.7

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be combined with the library in order to run.

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When a "work that uses the Library" uses material from a header file

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1.102 jakarta xml bind api 2.3.2

1.102.1 Available under license :

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Source Code

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1.103 generex 1.0.2

1.103.1 Available under license :

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

<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
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  </excludes>
 </instrumentation>
</configuration>
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  <phase>verify</phase>
  <goals>
   <goal>check</goal>
   <goal>cobertura</goal>
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  <ccnLimit>15</ccnLimit>
  <ncssLimit>100</ncssLimit>
  <failOnViolation>true</failOnViolation>
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   <exclude>**/tests/**/*.*</exclude>
  </excludes>
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 <executions>
  <execution>
   <goals>
    <goal>check</goal>
   </goals>
  </execution>
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</plugin>
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 <artifactId>findbugs-maven-plugin</artifactId>
 <version>3.0.1</version>
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  <failOnError>true</failOnError>
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 </configuration>
 <executions>
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   <artifactId>jdepend-maven-plugin</artifactId>
   <version>2.0</version>
  </plugin>
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  <artifactId>automaton</artifactId>
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  <groupId>org.hamcrest</groupId>
  <artifactId>hamcrest-junit</artifactId>
  <version>2.0.0.0</version>
  <scope>test</scope>
 </dependency>
</dependencies>
</project>

Found
 in path(s):
* /generex-1-0-2-sources-1-jar/META-INF/maven/com.github.mifmif/generex/pom.xml
No license file was found, but licenses were detected in source scan.

/*
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*

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*/

Found in path(s):
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/GenerexIterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Generex.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Node.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterator.java
* /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/Main.java
*
 /generex-1-0-2-sources-1-jar/com/mifmif/common/regex/util/Iterable.java

1.104 jcip-annotation 1.0-1

1.105 jsr311-api 1.1.1

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1.107 jaxb-api 2.3.1

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1.112 argparse 0.8.1

1.113 json-java 20070829

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* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/XMLTokener.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/JSONTokener.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/JSONArray.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/JSONObject.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/CookieList.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/XML.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/HTTPTokener.java
* /json-20070829-sources-jar-zip/json-20070829-sources-jar/org/json/Cookie.java
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1.114 cglib 2.2

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* /cglib-2-2-sources-jar/net/sf/cglib/reflect/FastMethod.java
* /cglib-2-2-sources-jar/net/sf/cglib/reflect/MethodDelegate.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/BeanCopier.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/MethodProxy.java
*
 /cglib-2-2-sources-jar/net/sf/cglib/core/DebuggingClassWriter.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/InvocationHandlerGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/MethodInterceptorGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/MixinEmitter.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/BulkBeanEmitter.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassTransformerChain.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassFilterTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/FixedValueGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/NoOpGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/BeanMapEmitter.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/TypeUtils.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/KeyFactory.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/VisibilityPredicate.java
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* /cglib-2-2-sources-jar/net/sf/cglib/core/CodeEmitter.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/ImmutableBean.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/CallbackFilter.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/EmitUtils.java
* /cglib-2-2-sources-jar/net/sf/cglib/reflect/MulticastDelegate.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/BeanMap.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/Proxy.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/AddStaticInitTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/DispatcherGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/CallbackGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/AbstractClassLoader.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/Mixin.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/AbstractClassGenerator.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/MethodWrapper.java
*
 /cglib-2-2-sources-jar/net/sf/cglib/proxy/LazyLoaderGenerator.java
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* /cglib-2-2-sources-jar/net/sf/cglib/util/SorterTemplate.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/FieldVisitorTee.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/FixedValue.java
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 /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassTransformerFactory.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/BulkBeanException.java
* /cglib-2-2-sources-jar/net/sf/cglib/reflect/FastMember.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassReaderGenerator.java

* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/reflect/FastConstructor.java
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* /cglib-2-2-sources-jar/net/sf/cglib/core/Constants.java
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* /cglib-2-2-sources-jar/net/sf/cglib/beans/BeanGenerator.java
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* /cglib-2-2-sources-jar/net/sf/cglib/core/ClassGenerator.java
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* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/InterceptFieldEnabled.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassTransformerTee.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassEmitterTransformer.java

* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/InterceptFieldCallback.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/UndeclaredThrowableTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/DefaultGeneratorStrategy.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/AccessFieldTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/beans/FixedKeySet.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/DuplicatesPredicate.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/MethodVisitorTee.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/MethodFilterTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/AbstractProcessTask.java
*
/cglib-2-2-sources-jar/net/sf/cglib/transform/impl/InterceptFieldTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/ClassFilter.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/Callback.java
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* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/AbstractInterceptFieldCallback.java
* /cglib-2-2-sources-jar/net/sf/cglib/transform/impl/AddInitTransformer.java
*
/cglib-2-2-sources-jar/net/sf/cglib/proxy/CallbackInfo.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/MethodInfoTransformer.java
* /cglib-2-2-sources-jar/net/sf/cglib/core/RejectModifierPredicate.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/MixinEverythingEmitter.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/InterfaceMaker.java
* /cglib-2-2-sources-jar/net/sf/cglib/proxy/CallbackHelper.java
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1.115 neko-html 1.9.14

1.116 commons-digester 2.1

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1.119 mockito 1.10.19

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* /json-lib-2-2-3-jdk15-sources-zip/net/sf/json/util/CycleDetectionStrategy.java
* /json-lib-2-2-3-jdk15-sources-zip/net/sf/json/regexp/Perl5RegexpMatcher.java
*
/json-lib-2-2-3-jdk15-sources-zip/net/sf/json/filters/AndPropertyFilter.java
* /json-lib-2-2-3-jdk15-sources-zip/net/sf/json/xml/XMLSerializer.java
* /json-lib-2-2-3-jdk15-sources-zip/net/sf/json/processors/PropertyNameProcessor.java

1.127 jackson-datatype-joda 2.7.9

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1.131 jersey-client 1.19.4

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1.136 jna 3.3.0

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1.138 cglib-nodep 2.1_3

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1.140 archaius-core 0.7.1

1.141 policy 2.3.1

1.142 guice-multibindings 4.0

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1.147 commons-beanutils 1.9.4

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1.156 jersey-bundle 1.19.4

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1.176 isstream 0.1.2

1.177 domain-browser 1.2.0

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1.251 is-fullwidth-code-point 1.0.0

1.252 os-homedir 1.0.2

1.253 browserify-aes 1.2.0

1.254 shellwords 0.1.1

1.255 normalize-path 3.0.0

1.256 qs-qs-querystring 6.5.2

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1.258 gozala-querystring 0.2.0

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1.265 etag 1.8.1

1.266 load-json-file 4.0.0

1.267 es6-iterator 2.0.3

1.268 extsprintf 1.3.0

1.269 sane 4.1.0

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1.301 require-from-string 2.0.2

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1.302 pn 1.1.0

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pn
[![NPM][NPM1]][NPM2]

[![Build Status][1]][2]

The `pn` library gives you the Promise-using node standard library
you've always dreamed of. Think "Promised Node" when saying it.

Just about every node standard library method that takes a callback will now

return a `Promise` iff no callback is supplied. But existing code
that passes callbacks will still work fine --- and fast: No unnecessary
`Promise`s are created if you supply a callback.

The wrappers are generated automatically by a script, with a table to
handle exceptions and odd cases. See below for more details.

Installation
```
npm install pn
```
Usage
```
var fs = require('pn/fs');
fs.writeFile('foo', 'bar', 'utf-8').then(function() { console.log('done'); });
// But you can use callbacks, too -- existing code won't break.
fs.writeFile('foo', 'bat', 'utf-8', function(err) { console.log('yay'); });
```

This library uses node native promises (ie
 `global.Promise`) by
default, and thus works with node >= 0.11.

You can use [`core-js`](https://www.npmjs.org/package/core-js) or
[`es6-shim`](https://www.npmjs.org/package/es6-shim)
to add ES6 Promises to earlier versions of node, for example:
```
require('es6-shim');
var fs = require('pn/fs');
```
Just be sure that `es6-shim` is loaded before the `pn` package in that
case.

You might also want to look into packages like
[`prfun`](https://www.npmjs.org/package/prfun)
which add some helpers to make working with native promises much more
fun.

In particular, the `Promise#done` method is very useful when
debugging, at least until v8's native Promise debugging
capabilities are completed.

Custom Promise types

You can also specify a custom `Promise` type to use, as follows:
```
var MyPromise = require('prfun');  // Use prfun's Promises, for example.
require('pn/_promise')(MyPromise); // This only needs to be done once.
```

```

## Exceptions and odd cases

The wrappers are automatically
 generated by `scripts/generate.js`;
there is a table in that file which specifies all the odd cases.

In general: if the node API has a callback which takes multiple
value arguments, the `Promise` returned will be an object with
named fields corresponding to the different values. If the node
API takes a callback *and* returns a value, `pn` will return
the original value with a nonenumerable field named `promise`
corresponding to the callback.  Combining these two cases:
```
var child_process = require('pn/child_process');
var cp = child_process.execFile('true');
console.log('pid', cp.pid);
cp.promise.then(function(result) {
 console.log('stdout: ', result.stdout);
 console.log('stderr: ', result.stderr);
});
```

* `child_process`: The `exec` and `execFile` methods promise a object
 with fields named `stdout` and `stderr`.  They return a `ChildProcess`
 object with a nonenumerable field named `promise` corresponding to the
 callback.
* `crypto`: The `randomBytes` and `pseudoRandomBytes`
 methods are
 now always asynchronous, returning a `Promise` if no callback
 is supplied.  Use the new `randomBytesSync` and `pseudoRandomBytesSync`
 methods if you want synchronous computation.  *This is backwards
 incompatible with existing node code.*
* `dns`: The `lookupService` method promises an object with
 fields named `hostname` and `service`.
* `fs`: The `exists` method doesn't pass an error to its callback.
 The promisied version will never reject.  The `write` method promises
 an object with fields named `written` and `data`.  The `read` method
 promises an object with fields named `read` and `data`.
* `http`, `https`: The `request` and `get` methods return a `ClientRequest`
 object with a nonenumerable field named `promise`, which will
 resolve to an `IncomingMessage` object.
* `process`: You can defer computation to the next tick with
 `require('pn/process').nextTick().then(function(){...})`
* `tls`: The `connect` and `createServer` return objects with a
  nonenumerable field named `promise`.
```

There are a few object methods which are not promisified by this
package:
* `domain`: `Domain#bind`, `Domain#intercept`
* `http`,`https`: `ClientRequest#setTimeout`, `IncomingMessage#setTimeout`,
`Server#setTimeout`, `ServerResponse#setTimeout`, `Server#listen`,
`Server#close`
* `net`: `Server#listen`, `Server#close`, `Server#getConnections`,
`Socket#write`, `Socket#setTimeout`
* `readline`: `Interface#question`
* `stream`: `Writable#write`, `Writable#end`
* `dgram`: `Socket#send`, `Socket#bind`.

Related packages

Here are some other packages with similar aims:
* [`promised-node`](https://www.npmjs.org/package/promised-node)
* [`then-fs`](https://www.npmjs.org/package/then-fs)
* [`final-fs`](https://www.npmjs.org/package/final-fs)

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[NPM1]: https://nodei.co/npm/pn.png
[NPM2]: https://nodei.co/npm/pn/

[1]: https://travis-ci.org/cscott/node-pn.svg
[2]: https://travis-ci.org/cscott/node-pn

Found
in path(s):
* /pn-1-1-0-4-tgz/package/README.md

1.303 require-directory 2.1.1

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1.306 postcss-svgo 2.1.6

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1.307 postcss-reduce-idents 2.4.0

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1.308 postcss-minify-font-values 1.0.5

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1.309 getpass 0.1.7

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1.311 prepend-http 1.0.4

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1.312 node-process 0.11.10

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1.313 babel-register 6.26.0

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1.343 sax 1.2.4

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1.356 meow 4.0.1

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1.357 glob-base 0.3.0

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1.358 filename-regex 2.0.1

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1.359 execall 1.0.0

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1.360 normalize-selector 0.2.0

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Normalize-Selector

Normalize CSS selectors.

Examples:

* `#foo>.bar` -> `#foo > .bar`
* `  #foo   >   .bar   ` -> `#foo > .bar`
* `foo[ a = 'b' ]` -> `foo[a='b']`

Tests

Run mocha tests on node.js with:

```
npm test
```

or:

```
node ./test/mocha/node-suite.js
```

rawgithub

View the browser suite directly on
[rawgithub](https://rawgithub.com/getify/normalize-selector/master/test/mocha/browser-suite.html)

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1.361 is-dotfile 1.0.3

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1.362 postcss-zindex 2.2.0

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1.363 detect-indent 4.0.0

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1.364 babel-polyfilljs 6.26.0

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1.367 stealthy-require 1.1.1

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1.369 postcss-reporter 5.0.0

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1.372 stylelint 8.4.0

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1.373 indent-string 3.2.0

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1.374 fs-write-stream-atomic 1.0.10

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1.376 from2 2.3.0

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1.406 spdy-transport 3.0.0

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1.407 killable 1.0.1

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1.408 babel-messages 6.23.0

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1.409 async-limiter v1.0.1

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1.410 is-wsl 1.1.0

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1.411 multicast-dns-service-types 1.1.0

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1.412 create-hmac 1.1.7

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1.414 fastparse 1.1.2

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1.416 duplexify 3.7.1

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1.437 sshpk 1.16.1

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1.439 multicast-dns 6.2.3

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1.440 loader-runner 2.4.0

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1.445 cyclist 1.0.1

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1.447 node-lru-cache 5.1.1

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Brian Cottingham <spiffytech@gmail.com>
Carlos Brito Lage <carlos@carloslage.net>
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1.448 expressjs-accepts 1.3.7

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1.450 os-browserify 0.3.0

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1.467 escope 3.6.0

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1.468 json-3 3.3.3

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1.470 select-hose 2.0.0

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1.471 finalhandler 1.1.2

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1.477 window-size 0.1.4

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1.481 mikeal-aws-sign 0.7.0

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* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/PropertyApplying.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/NullLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Synchronized.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/monitors/LifecycleComponentMonitor.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Locked.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/HiddenImplementation.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Behaviors.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/annotations/Nullable.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/DefaultPicoContainer.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/AnnotatedFieldInjection.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/AdaptingBehavior.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoContainer.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/containers/CommandLinePicoContainer.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/AbstractInjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoException.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Locking.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/NamedMethodInjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/PropertyApplicator.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/Characteristics.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/PicoClassNotFoundException.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/parameters/CollectionComponentParameter.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Automating.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/NameBinding.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/ImplementationHiding.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoBuilder.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/TypedFieldInjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/NamedFieldInjector.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoCompositionException.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/ConstructorInjector.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/AdaptingInjection.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/ConstructorInjection.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/SetterInjection.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Caching.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/ThreadCached.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/injectors/AnnotatedMethodInjection.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/OptInCaching.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Cached.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/behaviors/Storing.java
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* /picocontainer-2-15-sources-1-jar/org/picocontainer/Converters.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/DefaultLifecycleState.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/PicoVisitor.java
*
/picocontainer-2-15-sources-1-jar/org/picocontainer/LifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/converters/Converter.java

* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/ReflectionLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/visitors/AbstractPicoVisitor.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/StartableLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/CompositeLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/visitors/MethodCallingVisitor.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/AbstractMonitoringLifecycleStrategy.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/LifecycleState.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/ComponentAdapter.java
* /picocontainer-2-15-sources-1-jar/org/picocontainer/lifecycle/ReflectionLifecycleException.java
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1.523 findbugs-jsr305 3.0.2

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1.534 make-dir 2.1.0

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

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

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By Sean Eron Anderson
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 </PropertyGroup>
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  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
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   <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
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1.547 symbol-tree 3.2.4

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1.548 node-modules-regexp 1.0.0

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1.552 parent-module 1.0.1

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1.562 postcss-color-gray 5.0.0

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1.565 capture-exit 2.0.0

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1.567 domexception 1.0.1

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1.568 html-encoding-sniffer 1.0.2

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1.570 internal-ip 4.3.0

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1.571 kleur 3.0.3

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1.573 rsvp v4.8.5

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1.575 unist-util-visit 1.4.1

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Chai is a BDD / TDD assertion library for [node](http://nodejs.org) and the browser that
can be delightfully paired with any javascript testing framework.

For more information or to download plugins, view the [documentation](http://chaijs.com).

Related Projects

- [@chaijs/assertion-error](https://github.com/chaijs/assertion-error): Custom `Error` constructor
thrown upon an assertion failing.

Contributors

project : chai
repo age : 1 year, 7 months
active : 136 days
commits : 678
files : 55
authors :
504 Jake Luer 74.3%

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1.606 buffer-crc32 0.2.13

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1.617 which 2.0.2

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1.618 css-select-base-adapter 0.1.1

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1.632 whatwg-mimetype 2.3.0

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1.634 readable-stream v2.3.7

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1.647 jboss-logging 3.4.1.Final

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1.650 babel-plugin-transform-class-properties v6.24.1

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1.661 x-is-string 0.1.0

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1.662 fs-readdir-recursive 1.1.0

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1.664 nodeca-pako 1.0.11

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1.667 resolve-from 5.0.0

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1.668 stun-server 0.97

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1.669 commons-codec 1.14

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1.670 bouncycastle-fips 1.0.2

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1.671 coreclr 4.8.3761.0

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1.674 klaw 1.3.1

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1.675 chownr 1.1.4

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1.676 ansi-colors 4.1.1

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1.678 istanbul-lib-coverage 3.0.0

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1.679 test-exclude 6.0.0

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*/
```

Found in path(s):
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/injector/AnnotatbleInjector.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/utils/ClassInstantiationUtility.java
*
 /reflection-0-9-12-sources-jar/com/nu/art/reflection/injector/Injector.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/utils/GenericMap.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/injector/InjectionManager.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/ClassLoaderCyclicException.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/hierarchy/HierarchyModelNode.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/annotations/ReflectiveInitialization.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/MethodInvocationException.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/MethodNotFoundException.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/extractor/AnnotatbleExtractor.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/ConstructorNotFoundException.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/hierarchy/HierarchyModel.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/hierarchy/TypeHierarchy.java
*
 /reflection-0-9-12-sources-jar/com/nu/art/reflection/extractor/ExtractionManager.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/classLoader/JarClassLoader.java

* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/ClassInstantiationException.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/classLoader/ClassLoaderManager.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/tools/ReflectiveTools.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/classLoader/ClassesLoader.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/tools/BidirectionalAction.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/tools/BidirectionalActionImpl.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/classLoader/DirectoryClassLoader.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/exceptions/WrongParameterType.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/classLoader/AbsClassLoader.java
*
/reflection-0-9-12-sources-jar/com/nu/art/reflection/tools/ART_Tools.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/utils/MethodInvocationUtility.java
* /reflection-0-9-12-sources-jar/com/nu/art/reflection/extractor/Extractor.java

1.683 jetty-util 9.4.26.v20200117

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

The following artifacts are EPL and ASL2.

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

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

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

Apache

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

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* javax.websocket:javax.websocket-api

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

These artifacts replace/modify OpenJDK classes. The modifications
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.

http://openjdk.java.net/legal/gplv2+ce.html

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.686 browser-process-hrtime 1.0.0

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1.687 jest-resolve 23.6.0

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1.688 node-request-progress 2.0.1

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1.689 svgo 0.7.2

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1.691 mchange-commons-java 0.2.19

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1.692 c3p0 0.9.5.5

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1.693 jetty-webapp 9.4.26.v20200117

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.694 jetty-annotations 9.4.26.v20200117

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications

are hosted at github and both modified and original are under GPL v2 with
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http://openjdk.java.net/legal/gplv2+ce.html

OW2

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

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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
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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

org.mortbay.jasper:apache-jsp

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.719 slf4j 1.7.30

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1.727 whet.extend 0.9.9

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1.741 jackson-core 2.10.3

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

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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Found in path(s):
* /rxjava-1-1-2-sources-jar/rx/internal/util/SynchronizedSubscription.java
* /rxjava-1-1-2-sources-jar/rx/internal/util/UtilityFunctions.java

* /rxjava-1-1-2-sources-jar/rx/Observable.java
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Found in path(s):
* /rxjava-1-1-2-sources-jar/rx/internal/producers/ProducerArbiter.java
* /rxjava-1-1-2-sources-jar/rx/internal/producers/SingleDelayedProducer.java
* /rxjava-1-1-2-sources-jar/rx/internal/producers/QueuedProducer.java
* /rxjava-1-1-2-sources-jar/rx/internal/producers/ProducerObserverArbiter.java
* /rxjava-1-1-2-sources-jar/rx/internal/producers/SingleProducer.java
*
/rxjava-1-1-2-sources-jar/rx/internal/producers/QueuedValueProducer.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/BackpressureUtils.java
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core/src/main/java/org/jctools/queues/SpscLinkedQueue.java
*/
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* Modified from http://www.javacodegeeks.com/2013/08/simple-and-lightweight-pool-implementation.html
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* 2.  You may wrap/decorate an {@link Action0}, before it is handed off to a Scheduler.  The
 system-
* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
* Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
* modify Scheduler functionality without redefining Schedulers wholesale.
*
* Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
* <p>
* See {@link RxJavaPlugins} or the RxJava GitHub Wiki for information on configuring plugins:
* <a
href="https://github.com/ReactiveX/RxJava/wiki/Plugins">https://github.com/ReactiveX/RxJava/wiki/Plugins</a>.
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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSwitch.java
* /rxjava-1-1-2-sources-jar/rx/internal/util/atomic/SpscLinkedArrayQueue.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDelayWithSelector.java
*
 /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
* /rxjava-1-1-2-sources-jar/rx/internal/util/RxThreadFactory.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDistinct.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeTimerOnce.java
* /rxjava-1-1-2-sources-jar/rx/internal/schedulers/NewThreadWorker.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMapPair.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDebounceWithTime.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeRefCount.java
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 /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorEagerConcatMap.java
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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithTime.java
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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithTime.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDebounceWithSelector.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipTimed.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWithLatestFrom.java
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 /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithObservableFactory.java
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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipUntil.java

* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithSize.java
* /rxjava-1-1-2-sources-jar/rx/internal/util/PlatformDependent.java
* /rxjava-1-1-2-sources-jar/rx/internal/util/SynchronizedQueue.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoAfterTerminate.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

JCTools has now published artifacts (https://github.com/JCTools/JCTools/issues/17) so RxJava could add JCTools as a "shadow" dependency (https://github.com/ReactiveX/RxJava/issues/1735).
RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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

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* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipLast.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorToMultimap.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnRequest.java
* /rxjava-1-1-2-sources-jar/rx/subscriptions/CompositeSubscription.java
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 /rxjava-1-1-2-sources-jar/rx/subjects/SubjectSubscriptionManager.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipLastTimed.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeSingle.java
* /rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnSubscribe.java
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1.758 feign-core 8.15.1

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* /feign-core-8-15-1-sources-jar/feign/ReflectiveFeign.java
* /feign-core-8-15-1-sources-jar/feign/codec/ErrorDecoder.java
*
 /feign-core-8-15-1-sources-jar/feign/Logger.java
* /feign-core-8-15-1-sources-jar/feign/Request.java
* /feign-core-8-15-1-sources-jar/feign/codec/EncodeException.java
* /feign-core-8-15-1-sources-jar/feign/codec/StringDecoder.java
* /feign-core-8-15-1-sources-jar/feign/Retryer.java
* /feign-core-8-15-1-sources-jar/feign/codec/DecodeException.java
* /feign-core-8-15-1-sources-jar/feign/Util.java
* /feign-core-8-15-1-sources-jar/feign/auth/Base64.java
* /feign-core-8-15-1-sources-jar/feign/FeignException.java
* /feign-core-8-15-1-sources-jar/feign/Client.java
* /feign-core-8-15-1-sources-jar/feign/MethodMetadata.java
* /feign-core-8-15-1-sources-jar/feign/Response.java
* /feign-core-8-15-1-sources-jar/feign/Feign.java
* /feign-core-8-15-1-sources-jar/feign/RequestInterceptor.java
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1.759 feign-jackson 8.15.1

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1.760 thrift 0.13.0

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1.761 slf4j-jdk14 1.5.6

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* /slf4j-jdk14-1-5-6-sources-1-jar/org/slf4j/impl/JDK14LoggerAdapter.java
* /slf4j-jdk14-1-5-6-sources-1-jar/org/slf4j/impl/StaticMarkerBinder.java
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1.762 junixsocket-common 2.3.2

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* /junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/NativeUnixSocket.java
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1.763 feign-jackson 10.7.4

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1.764 junixsocket-native-common 2.3.2

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1.765 feign-core 10.7.4

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* /feign-core-10-7-4-sources-jar/feign/codec/StringDecoder.java
* /feign-core-10-7-4-sources-jar/feign/Client.java
* /feign-core-10-7-4-sources-jar/feign/template/Expression.java
*

/feign-core-10-7-4-sources-jar/feign/Response.java
* /feign-core-10-7-4-sources-jar/feign/FeignException.java
* /feign-core-10-7-4-sources-jar/feign/QueryMap.java
* /feign-core-10-7-4-sources-jar/feign/Request.java
* /feign-core-10-7-4-sources-jar/feign/template/UriUtils.java
* /feign-core-10-7-4-sources-jar/feign/template/QueryTemplate.java
* /feign-core-10-7-4-sources-jar/feign/RequestTemplate.java
* /feign-core-10-7-4-sources-jar/feign/Contract.java
* /feign-core-10-7-4-sources-jar/feign/Feign.java
* /feign-core-10-7-4-sources-jar/feign/CollectionFormat.java
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* /feign-core-10-7-4-sources-jar/feign/SynchronousMethodHandler.java
* /feign-core-10-7-4-sources-jar/feign/querymap/BeanQueryMapEncoder.java
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 /feign-core-10-7-4-sources-jar/feign/Body.java
* /feign-core-10-7-4-sources-jar/feign/codec/Encoder.java
* /feign-core-10-7-4-sources-jar/feign/codec/DecodeException.java
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 /feign-core-10-7-4-sources-jar/feign/HeaderMap.java
* /feign-core-10-7-4-sources-jar/feign/Headers.java
* /feign-core-10-7-4-sources-jar/feign/optionals/OptionalDecoder.java
* /feign-core-10-7-4-sources-jar/feign/MethodMetadata.java
* /feign-core-10-7-4-sources-jar/feign/querymap/FieldQueryMapEncoder.java
* /feign-core-10-7-4-sources-jar/feign/DefaultMethodHandler.java
* /feign-core-10-7-4-sources-jar/feign/Target.java
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* /feign-core-10-7-4-sources-jar/feign/DeclarativeContract.java
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* /feign-core-10-7-4-sources-jar/feign/QueryMapEncoder.java
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1.766 feign-jaxrs 10.7.4

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1.768 @webassemblyjs/utf8 1.9.0

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1.800 split2 0.2.1

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1.801 css-rule-stream 1.1.0

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1.802 concat 1.0.3

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1.805 css-tokenize 1.0.1

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1.806 node-external-editor 1.1.1

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1.807 run-async 0.1.0

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1.808 clean-css 4.2.3

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1.809 colorspace 1.1.2

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1.810 triple-beam 1.3.0

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1.811 spawn-sync 1.0.15

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1.812 os-shim 0.1.3

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1.813 eslint-config-standard-jsx 4.0.2

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1.814 precss 2.0.0

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1.815 cssmin 0.4.3

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Description

This is a node.js module that minimize CSS files (cssmin).
It uses a port of YUICompressor made in JavaScript by Stoyan Stefanov based on Isaac Schlueter work.
[For more informations about YUICompressor](https://github.com/yui/yuicompressor)

Installation

You can either download the plugin and unzip it into to your project folder or you can use npm to install the cssmin package.

```
npm -g i cssmin
```

Usage

The module exports the cssmin function, so you can use it with :

```
var cssmin = require('cssmin');
```

The function cssmin takes two arguments :

* input : the CSS content you want to minimize.
* linebreakpos : the number of characters before the end of the line. If empty, the output will have only one line.

Example :

```
var puts = require('util').puts,
fs = require('fs'),
cssmin = require('./cssmin');
var css = fs.readFileSync("/Any/Random/CSS/File.css", encoding='utf8');
var min
 = cssmin(css);
puts(min);
```

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* /cssmin-0-4-3-1-tgz/package/README.md
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/**

* cssmin.js
* Author: Stoyan Stefanov - http://phpied.com/
* This is a JavaScript port of the CSS minification tool
* distributed with YUICompressor, itself a port
* of the cssmin utility by Isaac Schlueter - http://foohack.com/
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* conditions as the YUICompressor (original YUICompressor note below).
*/
/*
* YUI Compressor
* http://developer.yahoo.com/yui/compressor/
* Author: Julien Lecomte - http://www.julienlecomte.net/
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*/

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1.816 prop-types 15.7.2

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1.817 checker-qual 2.11.1

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1.818 guice 4.2.3

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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java
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```

Found in path(s):
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/ForOverride.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
*
/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
* /error-prone-annotations-2-3-4-sources-1-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
*
/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CheckReturnValue.java
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* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/DoNotMock.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/CompatibleWith.java
* /error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/RestrictedApi.java
*
/error-prone-annotations-2-3-4-sources-1-jar/com/google/errorprone/annotations/MustBeClosed.java
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1.820 postcss-preset-env 6.7.0

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1.821 fast-deep-equal v3.1.3

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1.822 guice-assistedinject 4.2.3

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*/
```

Found in path(s):
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/NoAllocation.java
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
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Found in path(s):
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java
*
/error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-0-2-sources-jar/com/google/errorprone/annotations/ForOverride.java

1.825 unshiftio-one-time 1.0.0

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1.828 sqlite 3.32.3

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1.832 fn-name 1.1.0

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1.833 flatiron-winston 3.3.3

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1.834 @dabh/diagnostics 2.0.2

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1.835 winston-transport v4.4.0

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1.836 sinonjs 1.7.3

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*/
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* /sinon-1-7-3-js-zip/sinon-1.7.3.js

1.837 jest-resolve-dependencies 25.5.4

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1.838 jest-util 25.5.0

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1.840 node-cross-spawn 7.0.3

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1.841 escodegen v1.14.3

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1.844 typedarray-to-buffer 3.1.5

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1.845 spdy 4.0.2

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1.849 sisteransi 1.0.5

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1.876 @jest/globals 25.5.2

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1.879 cnakazawa-watch 1.0.4

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1.883 iarna-write-file-atomic 3.0.3

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1.890 clean-webpack-plugin 0.1.19

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1.891 postcss-filter-plugins 2.0.3

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1.892 postcss-modules-extract-imports 1.2.1

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1.893 vendors 1.0.4

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1.895 cross-env 5.2.1

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1.896 @babel/plugin-syntax-import-meta 7.10.4

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1.897 mathml-tag-names 2.1.3

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1.898 request-promise-native 1.0.9

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1.899 strip-json-comments 3.1.1

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1.900 request-promise-core 1.1.4

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1.901 servlet-api 4.0.4

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1.902 portfinder 1.0.28

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1.903 har-validator 5.1.5

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1.904 ajv-keywords 3.5.2

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1.905 @csstools/convert-colors 1.4.0

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1.906 postcss-attribute-case-insensitive 4.0.2

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1.908 create-ecdh 4.0.4

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1.909 chai-jquery 1.1.2

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1.910 collect-v8-coverage 1.0.1

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1.911 jackson 1.9.2

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Found in path(s):
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonStreamContext.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/Base64Variant.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonParser.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonFactory.java
*
/jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/JsonGenerator.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/Base64Variants.java
* /jackson-core-asl-1-9-2-sources-jar/org/codehaus/jackson/util/ByteArrayBuilder.java

1.912 lodash.uniq 4.5.0

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1.913 lodash.memoize 4.1.2

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1.914 lodash.camelcase 4.3.0

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1.915 lodash._bindcallback 3.0.1

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* /fis-components-lodash-bindcallback-3-0-1-0-ga3774f0-tar-gz/fis-components-lodash._bindcallback-ef3539e/index.js

1.916 lodash._getnative 3.9.1

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* /fis-components-lodash-getnative-3-9-1-0-g99a6587-tar-gz/fis-components-lodash._getnative-20042e8/index.js

1.917 lodash.clonedeep 4.5.0

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1.921 lodash.sortby 4.7.0

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1.923 lodash._baseisequal 3.0.7

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```bash
$ npm run build
$ lodash -o ./dist/lodash.js
$ lodash core -o ./dist/lodash.core.js
```

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Documentation

 * [API Documentation](https://lodash.com/docs)
 * [FP Guide](https://github.com/lodash/lodash/wiki/FP-Guide)

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* [Core build](https://raw.githubusercontent.com/lodash/lodash/4.6.1/dist/lodash.core.js) ([~4 kB gzipped](https://raw.githubusercontent.com/lodash/lodash/4.6.1/dist/lodash.core.min.js))
 * [Full build](https://raw.githubusercontent.com/lodash/lodash/4.6.1/dist/lodash.js) ([~21 kB gzipped](https://raw.githubusercontent.com/lodash/lodash/4.6.1/dist/lodash.min.js))
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Lodash makes JavaScript easier by taking the hassle out of working with arrays,
numbers, objects, strings, etc. Lodashâ€™s modular methods are great for:

* Iterating arrays, objects, & strings

* Manipulating & testing values
* Creating composite functions

Module Formats

Lodash is available in a [variety of builds](https://lodash.com/custom-builds) & module formats.

* [lodash](https://www.npmjs.com/package/lodash) & [per method packages](https://www.npmjs.com/browse/keyword/lodash-modularized)
* [lodash-amd](https://www.npmjs.com/package/lodash-amd)
* [lodash-es](https://www.npmjs.com/package/lodash-es) & [babel-plugin-lodash](https://www.npmjs.com/package/babel-plugin-lodash)
 * [lodash/fp](https://github.com/lodash/lodash/tree/4.6.1-npm/fp)

Further Reading

 * [Contributing](https://github.com/lodash/lodash/blob/4.6.1/.github/CONTRIBUTING.md)
 * [Release Notes](https://github.com/lodash/lodash/releases/tag/4.0.0)
 * [Wiki (Changelog, Roadmap, etc.)](https://github.com/lodash/lodash/wiki)

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1.924 lodash.keys 3.1.2

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* [Core build](https://raw.githubusercontent.com/lodash/lodash/4.5.1/dist/lodash.core.js) ([~4 kB gzipped](https://raw.githubusercontent.com/lodash/lodash/4.5.1/dist/lodash.core.min.js))
 * [Full build](https://raw.githubusercontent.com/lodash/lodash/4.5.1/dist/lodash.js) ([~21 kB gzipped](https://raw.githubusercontent.com/lodash/lodash/4.5.1/dist/lodash.min.js))
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* [lodash](https://www.npmjs.com/package/lodash) & [per method packages](https://www.npmjs.com/browse/keyword/lodash-modularized)
* [lodash-amd](https://www.npmjs.com/package/lodash-amd)
* [lodash-es](https://www.npmjs.com/package/lodash-es) & [babel-plugin-lodash](https://www.npmjs.com/package/babel-plugin-lodash)

* [lodash/fp](https://github.com/lodash/lodash/tree/4.5.1-npm/fp)

Further Reading

* [Contributing](https://github.com/lodash/lodash/blob/4.5.1/.github/CONTRIBUTING.md)
* [Release Notes](https://github.com/lodash/lodash/releases/tag/4.0.0)
* [Wiki (Changelog, Roadmap, etc.)](https://github.com/lodash/lodash/wiki)

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```
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*/
/**
* Creates an array of the own enumerable property names of `object`.
*
* **Note:** Non-object values are coerced to objects. See the
* [ES spec](http://ecma-international.org/ecma-262/6.0/#sec-object.keys)
* for more details.
*
* @static
* @memberOf _
* @category Object
* @param {Object} object The object to query.
* @returns {Array} Returns the array of property names.
* @example
*
* function Foo() {
*   this.a = 1;
*   this.b = 2;
* }
*
* Foo.prototype.c = 3;
*
* _.keys(new Foo);
* // => ['a',
 'b'] (iteration order is not guaranteed)
*
* _.keys('hi');
* // => ['0', '1']
*/
```

Found in path(s):
* /fis-components-lodash-keys-3-1-2-0-gc47407a-tar-gz/fis-components-lodash.keys-9efd785/index.js

1.925 lodash.isarguments 3.1.0

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/**
* lodash 3.0.4 (Custom Build) <https://lodash.com/>
* Build: `lodash modern modularize exports="npm" -o ./`
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*/

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* /fis-components-lodash-isarray-3-0-4-0-gbfe7f4f-tar-gz/fis-components-lodash.isarray-e18427d/index.js

1.927 lodash-cond 4.5.2

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1.929 jackson-mapper-asl 1.9.13

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*

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* /jackson-mapper-asl-1-9-13-sources-2-jar/org/codehaus/jackson/map/MappingJsonFactory.java

1.930 terminal-link 2.1.1

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1.937 lodash-truncate 4.4.2

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1.953 is-hexadecimal 1.0.4

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1.959 is-my-json-valid 2.20.5

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1.964 jetty-setuid-java 1.0.4

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```

Found in path(s):

* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDListener.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUID.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Group.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/RLimit.java
* /jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Passwd.java

1.965 bouncycastle-fips 1.0.3

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```
/**
   * Base constructor.
   * <p>
   * The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
   * </p>
   * <p>
   * Known suffixes is a list of public domain suffixes that can't be used as wild cards for
   * example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
   * If *.com is in the known suffixes list will not be allowed to match.
   * </p>
   *
   * @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
   */
```

Found in path(s):

* /bcpkix-fips-1-0-3-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

1.966 jaxb-core 2.3.3

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1.971 asm 8.0.1

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* /asm-8-0-1-sources-1-jar/org/objectweb/asm/MethodVisitor.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/signature/SignatureVisitor.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/MethodWriter.java
*
/asm-8-0-1-sources-1-jar/org/objectweb/asm/ClassVisitor.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/Edge.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/MethodTooLargeException.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/ConstantDynamic.java
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* /asm-8-0-1-sources-1-jar/org/objectweb/asm/ModuleWriter.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/Context.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/TypeReference.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/ModuleVisitor.java
* /asm-8-0-1-sources-1-jar/org/objectweb/asm/Symbol.java
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1.972 character-entities-html4 1.1.4

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1.974 gonzales-pe 4.3.0

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1.977 type-check 0.4.0

1.977.1 Available under license :

name: 'type-check'
version: '0.4.0'

author: 'George Zahariev <z@georgezahariev.com>'
description: 'type-check allows you to check the types of JavaScript values at runtime with a Haskell like type syntax.'
homepage: 'https://github.com/gkz/type-check'
keywords:
 'type'
 'check'
 'checking'
 'library'
files:
 'lib'
 'README.md'
 'LICENSE'
main: './lib/'

bugs: 'https://github.com/gkz/type-check/issues'
license: 'MIT'
engines:
 node: '>= 0.8.0'
repository:
 type: 'git'
 url: 'git://github.com/gkz/type-check.git'
scripts:
 test: "make test"

dependencies:
 'prelude-ls': '^1.2.1'

dev-dependencies:
livescript: '^1.6.0'
mocha: '^7.1.1'
browserify: '^16.5.1'
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1.978 eslint-plugin-node 11.1.0

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1.979 levn 0.4.1

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name: 'levn'
version: '0.4.1'

author: 'George Zahariev <z@georgezahariev.com>'
description: 'Light ECMAScript (JavaScript) Value Notation - human written, concise, typed, flexible'
homepage: 'https://github.com/gkz/levn'
keywords:
 'levn'
 'light'
 'ecmascript'
 'value'
 'notation'
 'json'
 'typed'
 'human'
 'concise'
 'typed'
 'flexible'
files:
 'lib'
 'README.md'
 'LICENSE'
main: './lib/'

bugs: 'https://github.com/gkz/levn/issues'
license: 'MIT'
engines:
 node: '>= 0.8.0'
repository:
 type: 'git'
 url: 'git://github.com/gkz/levn.git'
scripts:
 test: 'make test'

dependencies:

'prelude-ls': '^1.2.1'
'type-check': '~0.4.0'

dev-dependencies:
livescript: '^1.6.0'
mocha: '^7.1.1'
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1.980 optionator 0.9.1

1.980.1 Available under license :

name: 'optionator'
version: '0.9.1'

author: 'George Zahariev <z@georgezahariev.com>'
description: 'option parsing and help generation'
homepage: 'https://github.com/gkz/optionator'
keywords:
'options'
'flags'
'option parsing'
'cli'
files:
'lib'

'README.md'
'LICENSE'
main: './lib/'

bugs: 'https://github.com/gkz/optionator/issues'
license: 'MIT'
engines:
node: '>= 0.8.0'
repository:
type: 'git'
url: 'git://github.com/gkz/optionator.git'
scripts:
test: "make test"

dependencies:
'prelude-ls': '^1.2.1'
'deep-is': '^0.1.3'
'word-wrap': '^1.2.3'
'type-check': '^0.4.0'
levn: '^0.4.1'
'fast-levenshtein': '^2.0.6'

dev-dependencies:
livescript: '^1.6.0'
mocha: '^7.1.1'
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1.981 node-forge 0.10.0

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1.983 libjpeg 9c

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*
* 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
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* provides some lossless and sort-of-lossless transformations of JPEG data.
*/
```

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* /jpeg-9c-master-zip/jpeg-9c-master/jpegtran.c
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* Copyright (C) 1994-1996, 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrbmp.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcparam.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcparam.c
No license file was found, but licenses were detected in source scan.

```
/*
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/cderror.h
No license file was found, but licenses were detected in source scan.

```
/*
* jccolor.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2011-2013 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 colorspace conversion routines.
*/
```

Found in path(s):

* /jpeg-9c-master-zip/jpeg-9c-master/jccolor.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2017, 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.

Here is a road map to the files in the IJG JPEG distribution. The
distribution includes the JPEG library proper, plus two application
programs ("cjpeg" and "djpeg") 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.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present
  in the distribution; it is generated during installation.
jmorecfg.h Additional
 configuration declarations; need not be changed
  for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference
  system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.
jmemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

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. (cjpeg/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.
jcparam.c Compression parameter setting helper routines.
jctrans.c API and library routines for transcoding compression.
jdtrans.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.
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).
jcprepct.c Preprocessor buffer controller.
jccoefct.c Buffer controller
for DCT coefficient buffer.
jccolor.c Color space conversion.
jcsample.c Downsampling.
jcdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jcmarker.c JPEG marker writing.
jdatadst.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.
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoefct.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.
jddctmgr.c IDCT manager (IDCT implementation
selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.

jidctfst.c Inverse DCT using faster, less accurate integer method.
jidctflt.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:

jmemdosa.asm 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 (now just a stub).
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 (a mere shadow of its former self).
wrppm.c PPM/PGM file output.
wrrle.c Utah RLE file output.
wrtarga.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.
change.log Version-to-version change highlights.
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.in libjpeg.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):
* /jpeg-9c-master-zip/jpeg-9c-master/filelist.txt
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmorecfg.h
No license file was found, but licenses were detected in source scan.

```
/*
* jcdctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2013 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcdctmgr.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcapimin.c

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

```
/*
* jpeglib.h
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jpeglib.h
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemdosa.asm
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jquant2.c

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):
* /jpeg-9c-master-zip/jpeg-9c-master/jquant1.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemansi.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcmarker.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 routines to write JPEG datastream markers.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jcmarker.c
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
* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.
*/

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jpegint.h
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdapistd.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 1997-2012 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jerror.h
No license file was found, but licenses were detected in source scan.

/*
* jccoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2003-2011 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jccoefct.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:
*
*     FSpDelete     ->  HDelete
*     FSpGetFInfo   ->  HGetFInfo
*     FSpCreate     ->  HCreate
*     FSpOpenDF     ->  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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemmac.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdinput.c
No license file was found, but licenses were detected in source scan.

/*
* jidctfst.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jidctfst.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcmaster.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdbmp.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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdcolmap.c
No license file was found, but licenses were detected in source scan.

/*
* wrtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctflt.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/*
* cjpeg.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 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:
* cjpeg [options] inputfile outputfile
* cjpeg [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):
* /jpeg-9c-master-zip/jpeg-9c-master/cjpeg.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmerge.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013-2017 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 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 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 * 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdmerge.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemnobs.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdtrans.c
*
* Copyright (C) 1995-1997, Thomas G. Lane.
* Modified 2000-2009 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 library routines for transcoding decompression,
* that is, reading raw DCT coefficient arrays from an input JPEG file.
* The routines in jdapimin.c will also be needed by a transcoder.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jdtrans.c
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jinclude.h
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):
* /jpeg-9c-master-zip/jpeg-9c-master/cdjpeg.h
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

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.

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):
* /jpeg-9c-master-zip/jpeg-9c-master/coderules.txt
No license file was found, but licenses were detected in source scan.

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2017, 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
 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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Configuring the software:
 using the automatic "configure" script

using one of the supplied jconfig and makefile files
by hand
Building the software
Testing the software
Installing the software
Optional stuff
Optimization
Hints for specific systems

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 jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs jconfig.vc Windows, Visual Studio 2017 (v15)
make*.v15
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)
makefile.mms jconfig.vms Digital VMS, with MMS software
makefile.vms jconfig.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.ppm The output of djpeg testorig.jpg
 testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg
 testimg.jpg The output of cjpeg testimg.ppm
 testprog.jpg Progressive-mode equivalent of testorig.jpg.
 testimgp.jpg The output of cjpeg -progressive
 -optimize testimg.ppm
(The first- and second-generation .jpg files aren't identical since the
default compression parameters are lossy.) If you can generate duplicates
of the testimg* 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 djpeg
and cjpeg by hand and compare the output files to testimg* 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 cjpeg 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 "djpeg <testorig.jpg >out.ppm"
as from "djpeg -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 jmemnobs.c, you should test that

temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg"
and make sure its output matches testimg.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 (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom)
to wherever you normally install programs. On Unix systems, you'll also want
to put the man pages (cjpeg.1, djpeg.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 ccommand() 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.
The
CodeWarrior source code is available from http://www.pobox.com/~jsam.
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 malloc()s 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
technique discussed in libjpeg.txt and illustrated in example.c. (NOTE:
some
older Windows C compilers provide versions of setjmp/longjmp that
don't actually work under Windows. You may need to use the Windows system

functions Catch and Throw instead.)

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:
-Ot -Og
-Ot -Op
-Ot -Om
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 main directory and execute the
command line
NMAKE /f makefile.vs setup-vc6
This will move jconfig.vc to jconfig.h and makefiles to project files.
(Note that the renaming is critical!)
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 `app`\Release to an
  appropriate location on your path.

Microsoft Windows, Visual Studio 2017 (v15):

We include makefiles that should work as project files in Visual Studio
2017 (v15) 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 Developer Command Prompt, change to the main directory and
  execute the command line
 NMAKE /f makefile.vs setup-v15
  This will move jconfig.vc to jconfig.h and makefiles to project files.
  (Note that the renaming is critical!)
2. Open the solution file jpeg.sln, build the library project.
    a) If you are using Visual Studio more recent than
 2017 (v15), 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.
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-build
5. Move the application .exe files from `app`\Release 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):
* /jpeg-9c-master-zip/jpeg-9c-master/install.txt
No license file was found, but licenses were detected in source scan.

```
/*
* jcmainct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2012 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 compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsampled data in the JPEG colorspace.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jcmainct.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdarith.c
*
* Developed 1997-2015 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
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jdarith.c
No license file was found, but licenses were detected in source scan.

/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* Modified 2000-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jctrans.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*
* Copyright (C) 1991-2018, 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jversion.h
No license file was found, but licenses were detected in source scan.

/*
* jfdctfst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jfdctfst.c
No license file was found, but licenses were detected in source scan.

/*
* jcinit.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcinit.c
No license file was found, but licenses were detected in source scan.

/*
* jdmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdmaster.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
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*
* 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcsample.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):
* /jpeg-9c-master-zip/jpeg-9c-master/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/*
* wrppm.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrppm.c
No license file was found, but licenses were detected in source scan.

/*
* jfdctint.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modification developed 2003-2015 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
* 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,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jfdctint.c
No license file was found, but licenses were detected in source scan.

/*
* jdhuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2016 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdhuff.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.h
*
* Copyright (C) 1997-2013, 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/transupp.h
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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdjpgcom.c
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdpostct.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):

* /jpeg-9c-master-zip/jpeg-9c-master/jdmainct.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdppm.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2017 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.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/rdppm.c
No license file was found, but licenses were detected in source scan.

```
/*
* jidctint.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modification developed 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 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,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jidctint.c
No license file was found, but licenses were detected in source scan.

```
/*
* wrjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

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

README for release 9c of 14-Jan-2018
==========

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, 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.
 coderules.txt Coding style rules --- please read if you contribute code.

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) 1991-2018, 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.

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.

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
technology.
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.

The original JPEG 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.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension
which is specified in two documents: A contributed document at ITU and ISO

with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
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. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from http://www.itu.int/rec/T-REC-T.871. A PDF file of the older JFIF document is available at http://www.w3.org/Graphics/JPEG/jfif3.pdf.

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
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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.v9c.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/
and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.
If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu

with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

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 ijg.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):
* /jpeg-9c-master-zip/jpeg-9c-master/README
No license file was found, but licenses were detected in source scan.

/*
* djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2015 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/djpeg.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdct.h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdct.h
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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemdos.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jddctmgr.c
No license file was found, but licenses were detected in source scan.

```
/*
* wrgif.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2015-2017 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 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.
*   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.
*
* 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrgif.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2013, 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 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.

TABLE OF CONTENTS

Overview:
Functions provided by the library
Outline of typical usage
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Decompression parameter selection
Special color spaces
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I/O suspension
Progressive JPEG support
Buffered-image mode
Abbreviated datastreams and multiple images
Special markers
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Really raw data: DCT coefficients
Progress monitoring
Memory management
Memory usage
Library compile-time options
Portability considerations
Notes for MS-DOS implementors

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

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 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

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

```
 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:

```
 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:

```
 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);
```

9. Aborting.

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)
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_colorspace() 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_colorspace() 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]
Linear quantization scaling factors (percentage, initialized 100)
for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.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_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_width Width 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. 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_colorspace(). 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_colorspace() 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_colorspace(), 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
BG_YCC => RGB
BG_YCC => 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 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 frammishes. 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

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

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
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":

```
  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:
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 block_size valid samples, and there must be a multiple of block_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.
Furthermore, set cinfo->do_fancy_downsampling to FALSE if you want to use real downsampled data. (It is set TRUE by jpeg_set_defaults().)
* 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*block_size sample rows of each component. The passed num_lines
value must be at least max_v_samp_factor*block_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
cinfo->comp_info[i].width_in_blocks*block_size samples per row
cinfo->comp_info[i].height_in_blocks*block_size 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 block_size samples. An example may help here.
Assume 2h2v downsampling of YCbCr data, that is
cinfo->comp_info[0].h_samp_factor = 2 for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor = 1
cinfo->comp_info[2].h_samp_factor = 1 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 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.
Furthermore, set cinfo->do_fancy_upsampling = FALSE if you want to get real
downsampled data (it is set TRUE by jpeg_read_header()).
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*block_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 frammish 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,
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
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 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,
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):
* /jpeg-9c-master-zip/jpeg-9c-master/libjpeg.txt

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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcomapi.c
No license file was found, but licenses were detected in source scan.

```
/*
* jidctflt.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2010-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jidctflt.c
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2012-2015 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jerror.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
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 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
                |           |           |
          ------------------ 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

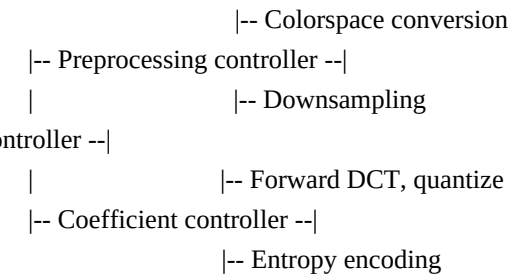
elementary processing steps at the leaves of the tree.

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:



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.

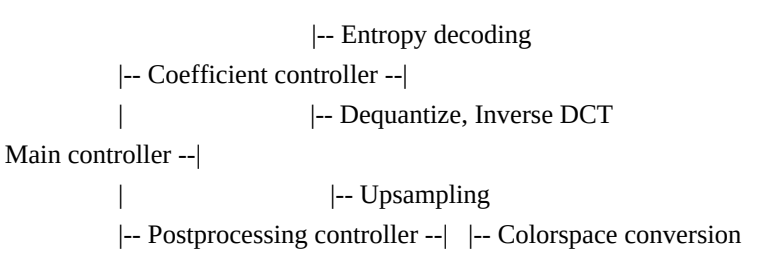
* Progress monitor: supports output of "percent-done" progress reports.
 This object represents an optional callback to the surrounding application:
 if wanted, it must be supplied by the application.

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:



|-- Color quantization
|-- Color precision reduction

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.

*** 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:

```
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):
* /jpeg-9c-master-zip/jpeg-9c-master/structure.txt
No license file was found, but licenses were detected in source scan.

```
/*
* jdsample.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2002-2015 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 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
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jdsample.c
No license file was found, but licenses were detected in source scan.

```
/*
* transupp.c
*
* Copyright (C) 1997-2017, 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 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.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/transupp.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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdrle.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdtarga.c
*
* Copyright (C) 1991-1996, 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 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.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/rdtarga.c
No license file was found, but licenses were detected in source scan.

```
/*
* jutils.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2011 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jutils.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemsys.h
No license file was found, but licenses were detected in source scan.

```
/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2017 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 contains output colorspace conversion routines.
*/
```

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jdcolor.c
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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdgif.c
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/*
* 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdapimin.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdatadst.c
No license file was found, but licenses were detected in source scan.

```
/*
* jmemmgr.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2012 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemmgr.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcarith.c
*
* Developed 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 portable arithmetic entropy encoding routines for JPEG
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
```

* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /jpeg-9c-master-zip/jpeg-9c-master/jcarith.c
No license file was found, but licenses were detected in source scan.

/*
* wrrle.c
*
* Copyright (C) 1991-1996, 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/wrrle.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jmemname.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdcoefct.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmarker.c
*
* Copyright (C) 1991-1998, 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdmarker.c
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):
* /jpeg-9c-master-zip/jpeg-9c-master/ckconfig.c
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().
*/
```

```
/* #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 enum, on Windows systems.
*/
#ifdef _WIN32
#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 */
#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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
* jdatasrc.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
```

* Modified 2009-2015 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
* rdswitch.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2003-2015 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 process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
* -qtables file Read quantization tables from text file
* -scans file Read 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):
* /jpeg-9c-master-zip/jpeg-9c-master/rdswitch.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):
* /jpeg-9c-master-zip/jpeg-9c-master/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
* jchuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2013 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 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):
* /jpeg-9c-master-zip/jpeg-9c-master/jchuff.c

1.984 libjpeg 6a

1.984.1 Available under license :

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):
* /jpeg-9c-tar-gz/jpeg-9c/cdjpeg.c
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):
* /jpeg-9c-tar-gz/jpeg-9c/jdpostct.c
No license file was found, but licenses were detected in source scan.

/*
* transupp.c
*
* Copyright (C) 1997-2017, 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 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.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/transupp.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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemsys.h
No license file was found, but licenses were detected in source scan.

```
/*
* jctrans.c
*
* Copyright (C) 1995-1998, Thomas G. Lane.
* Modified 2000-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jctrans.c
No license file was found, but licenses were detected in source scan.

```
/*
* jcmainct.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2012 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 compression.
* The main buffer lies between the pre-processor and the JPEG
* compressor proper; it holds downsampled data in the JPEG colorspace.
*/
```

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jcmainct.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):
* /jpeg-9c-tar-gz/jpeg-9c/rdrle.c
No license file was found, but licenses were detected in source scan.

```
/*
* rdtarga.c
*
* Copyright (C) 1991-1996, 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 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.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/rdtarga.c
No license file was found, but licenses were detected in source scan.

/*
* jutils.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2011 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jutils.c
No license file was found, but licenses were detected in source scan.

/*
* jcmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jcmaster.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):
* /jpeg-9c-tar-gz/jpeg-9c/jddctmgr.c
No license file was found, but licenses were detected in source scan.

```
/*
* jfdctint.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modification developed 2003-2015 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
* 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,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* 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):
* /jpeg-9c-tar-gz/jpeg-9c/jfdctint.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdatasrc.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2015 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdatasrc.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdsample.c
```

```
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2002-2015 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 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
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*/
```

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jdsample.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):
* /jpeg-9c-tar-gz/jpeg-9c/jcomapi.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):
* /jpeg-9c-tar-gz/jpeg-9c/jdapimin.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):
* /jpeg-9c-tar-gz/jpeg-9c/jdinput.c
No license file was found, but licenses were detected in source scan.

/*
* jdhuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2016 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdhuff.c
No license file was found, but licenses were detected in source scan.

```
/*
* jidctint.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modification developed 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 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,
*   Speech, and Signal Processing 1989 (ICASSP '89), pp. 988-991.
* 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):
* /jpeg-9c-tar-gz/jpeg-9c/jidctint.c
No license file was found, but licenses were detected in source scan.

```
/*
* jerror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 1997-2012 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jerror.h
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):

* /jpeg-9c-tar-gz/jpeg-9c/jmemname.c
No license file was found, but licenses were detected in source scan.

```
/*
* jmemmgr.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011-2012 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemmgr.c
No license file was found, but licenses were detected in source scan.

```
/*
* wrtarga.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrtarga.c
No license file was found, but licenses were detected in source scan.

/*
* wrppm.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrppm.c
No license file was found, but licenses were detected in source scan.

/*
* wrgif.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2015-2017 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 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.
*    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.
*
* 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrgif.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):
* /jpeg-9c-tar-gz/jpeg-9c/jquant2.c

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

IJG JPEG LIBRARY: FILE LIST

Copyright (C) 1994-2017, 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.

Here is a road map to the files in the IJG JPEG distribution. The
distribution includes the JPEG library proper, plus two application
programs ("cjpeg" and "djpeg") 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.h JPEG library's exported data and function declarations.
jconfig.h Configuration declarations. Note: this file is not present
  in the distribution; it is generated during installation.
jmorecfg.h Additional
 configuration declarations; need not be changed
  for a standard installation.
jerror.h Declares JPEG library's error and trace message codes.
jinclude.h Central include file used by all IJG .c files to reference
  system include files.
jpegint.h JPEG library's internal data structures.
jdct.h Private declarations for forward & reverse DCT subsystems.
jmemsys.h Private declarations for memory management subsystem.
jversion.h Version information.

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. (cjpeg/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.
jcparam.c Compression parameter setting helper routines.
jctrans.c API and library routines for transcoding compression.
jdtrans.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.
jcmainct.c Main buffer controller (preprocessor => JPEG compressor).
jcprepct.c Preprocessor buffer controller.
jccoefct.c Buffer controller
for DCT coefficient buffer.
jccolor.c Color space conversion.
jcsample.c Downsampling.
jcdctmgr.c DCT manager (DCT implementation selection & control).
jfdctint.c Forward DCT using slow-but-accurate integer method.
jfdctfst.c Forward DCT using faster, less accurate integer method.
jfdctflt.c Forward DCT using floating-point arithmetic.
jchuff.c Huffman entropy coding.
jcarith.c Arithmetic entropy coding.
jcmarker.c JPEG marker writing.
jdatadst.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.
jdmainct.c Main buffer controller (JPEG decompressor => postprocessor).
jdcoefct.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.
jddctmgr.c IDCT manager (IDCT implementation
selection & control).
jidctint.c Inverse DCT using slow-but-accurate integer method.
jidctfst.c Inverse DCT using faster, less accurate integer method.

jidctflt.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:

jmemdosa.asm 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 (now just a stub).
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 (a mere shadow of its former self).
wrppm.c PPM/PGM file output.
wrrle.c Utah RLE file output.
wrtarga.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.
change.log Version-to-version change highlights.
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.in libjpeg.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):
* /jpeg-9c-tar-gz/jpeg-9c/filelist.txt
No license file was found, but licenses were detected in source scan.

/*
* jerror.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2012-2015 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jerror.c
No license file was found, but licenses were detected in source scan.

/*
* jdatadst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdatadst.c
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):
* /jpeg-9c-tar-gz/jpeg-9c/ckconfig.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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemnobs.c
No license file was found, but licenses were detected in source scan.

```
/*
* jidctfst.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jidctfst.c
No license file was found, but licenses were detected in source scan.

/*
* wrjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2015-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrjpgcom.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):
* /jpeg-9c-tar-gz/jpeg-9c/cdjpeg.h
No license file was found, but licenses were detected in source scan.

```
/*
* jcarith.c
*
* Developed 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 portable arithmetic entropy encoding routines for JPEG
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/
```

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jcarith.c
No license file was found, but licenses were detected in source scan.

```
/*
* jfdctfst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jfdctfst.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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemdosa.asm
No license file was found, but licenses were detected in source scan.

/*
* transupp.h
*
* Copyright (C) 1997-2013, 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/transupp.h
No license file was found, but licenses were detected in source scan.

/*
* jcmarker.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 routines to write JPEG datastream markers.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jcmarker.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):
* /jpeg-9c-tar-gz/jpeg-9c/jcapimin.c
No license file was found, but licenses were detected in source scan.

INSTALLATION INSTRUCTIONS for the Independent JPEG Group's JPEG software

Copyright (C) 1991-2017, 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
 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 jconfig.manx Amiga, Manx Aztec C
makefile.sas jconfig.sas Amiga, SAS C
makeproj.mac jconfig.mac Apple Macintosh, Metrowerks CodeWarrior
mak*jpeg.st jconfig.st Atari ST/STE/TT, Pure C or Turbo C
makefile.bcc jconfig.bcc MS-DOS or OS/2, Borland C
makefile.dj jconfig.dj MS-DOS, DJGPP (Delorie's port of GNU C)
makefile.mc6 jconfig.mc6 MS-DOS, Microsoft C (16-bit only)
makefile.wat jconfig.wat MS-DOS, OS/2, or Windows NT, Watcom C
makefile.vc jconfig.vc Windows, MS Visual C++
makefile.vs jconfig.vc Windows, MS Visual C++ 6 Developer Studio
make*.vc6
makefile.vs jconfig.vc Windows, Visual Studio 2017 (v15)
make*.v15
makefile.b32 jconfig.vc Windows, Borland C++ 32-bit (bcc32)
makefile.mms jconfig.vms Digital VMS, with MMS software
makefile.vms jconfig.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.ppm The output of djpeg testorig.jpg
testimg.bmp The output of djpeg -bmp -colors 256 testorig.jpg
testimg.jpg The output of cjpeg testimg.ppm
testprog.jpg Progressive-mode equivalent of testorig.jpg.
testimgp.jpg The output of cjpeg -progressive
-optimize testimg.ppm
(The first- and second-generation .jpg files aren't identical since the default compression parameters are lossy.) If you can generate duplicates of the testimg* 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 djpeg and cjpeg by hand and compare the output files to testimg* 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 cjpeg 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 "djpeg <testorig.jpg >out.ppm" as from "djpeg -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 jmemnobs.c, you should test that temporary-file usage works. Try "djpeg -bmp -colors 256 -max 0 testorig.jpg" and make sure its output matches testimg.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 (cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom) to wherever you normally install programs. On Unix systems, you'll also want to put the man pages (cjpeg.1, djpeg.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 ccommand() 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.
The
 CodeWarrior source code is available from http://www.pobox.com/~jsam.
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 malloc()s 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
technique discussed in libjpeg.txt and illustrated in example.c. (NOTE:
some
older Windows C compilers provide versions of setjmp/longjmp that
don't actually work under Windows. You may need to use the Windows system
functions Catch and Throw instead.)

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:

```
 -Ot -Og
 -Ot -Op
 -Ot -Om
```

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 main directory and execute the
  command line
 NMAKE /f makefile.vs setup-vc6
  This will move jconfig.vc to jconfig.h and makefiles to project files.
  (Note that the renaming is critical!)
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 `app`\Release to an
  appropriate location on your path.

Microsoft Windows, Visual Studio 2017 (v15):

We include makefiles that should work as project files in Visual Studio
2017 (v15) 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 Developer Command Prompt, change to the main directory and
  execute the command line
 NMAKE /f makefile.vs setup-v15
  This will move jconfig.vc to jconfig.h and makefiles to project files.
  (Note that the renaming is critical!)
2. Open the solution file jpeg.sln, build the library project.
    a) If you are using Visual Studio more recent than
 2017 (v15), 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.
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-build
5. Move the application .exe files from `app`\Release 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):
* /jpeg-9c-tar-gz/jpeg-9c/install.txt
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):
* /jpeg-9c-tar-gz/jpeg-9c/jquant1.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):
* /jpeg-9c-tar-gz/jpeg-9c/jcprepct.c
No license file was found, but licenses were detected in source scan.

/*
* jcdctmgr.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2013 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jcdctmgr.c

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

```
/*
* jcparam.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jcparam.c
No license file was found, but licenses were detected in source scan.

The Independent JPEG Group's JPEG software
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README for release 9c of 14-Jan-2018
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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, 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.
 coderules.txt Coding style rules --- please read if you contribute code.

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) 1991-2018, 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.

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.

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
technology.
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.

The original JPEG 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.
IJG JPEG 8 introduced an implementation of the JPEG SmartScale extension

which is specified in two documents: A contributed document at ITU and ISO with title "ITU-T JPEG-Plus Proposal for Extending ITU-T T.81 for Advanced Image Coding", April 2006, Geneva, Switzerland. The latest version of this document is Revision 3. And a contributed document ISO/IEC JTC1/SC29/WG1 N 5799 with title "Evolution of JPEG", June/July 2011, Berlin, Germany.
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. JFIF version 1 has been adopted as Recommendation ITU-T T.871 (05/2011) : Information technology - Digital compression and coding of continuous-tone still images: JPEG File Interchange Format (JFIF). It is available as a free download in PDF file format from http://www.itu.int/rec/T-REC-T.871. A PDF file of the older JFIF document is available at http://www.w3.org/Graphics/JPEG/jfif3.pdf.

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
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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.v9c.tar.gz, and in Windows-compatible "zip" archive format as http://www.ijg.org/files/jpegsr9c.zip.

The JPEG FAQ (Frequently Asked Questions) article is a source of some general information about JPEG.
It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu
with body
 send usenet/news.answers/jpeg-faq/part1
 send usenet/news.answers/jpeg-faq/part2

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 ijg.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

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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):
* /jpeg-9c-tar-gz/jpeg-9c/README
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
*   Digital Image Warping, George Wolberg, 1990.
*   Pub. by IEEE Computer Society Press, Los Alamitos, CA. ISBN 0-8186-8944-7.
*
* 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):
* /jpeg-9c-tar-gz/jpeg-9c/jcsample.c
No license file was found, but licenses were detected in source scan.

/*
* jdmarker.c
*
* Copyright (C) 1991-1998, 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdmarker.c
No license file was found, but licenses were detected in source scan.

/*
* jchuff.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2006-2013 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jchuff.c
No license file was found, but licenses were detected in source scan.

/*
* jcinit.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jcinit.c
No license file was found, but licenses were detected in source scan.

/*
* rdbmp.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/rdbmp.c
No license file was found, but licenses were detected in source scan.

/*
* djpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2015 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/djpeg.c
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jpeglib.h
No license file was found, but licenses were detected in source scan.

/*
* jpegtran.c
*
* Copyright (C) 1995-2013, 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jpegtran.c
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*
* Copyright (C) 1991-2018, 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):
* /jpeg-9c-tar-gz/jpeg-9c/jversion.h
No license file was found, but licenses were detected in source scan.

/*
* jdct.h
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdct.h
No license file was found, but licenses were detected in source scan.

/*
* jdarith.c
*

* Developed 1997-2015 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
* (implementing the ISO/IEC IS 10918-1 and CCITT Recommendation ITU-T T.81).
*
* Both sequential and progressive modes are supported in this single module.
*
* Suspension is not currently supported in this module.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jdarith.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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemdos.c
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):
* /jpeg-9c-tar-gz/jpeg-9c/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
* jccolor.c
*
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* For conditions of distribution and use, see the accompanying README file.
*
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jccolor.c
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IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

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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 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 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
                  |            |            |
           ------------------ 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 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.

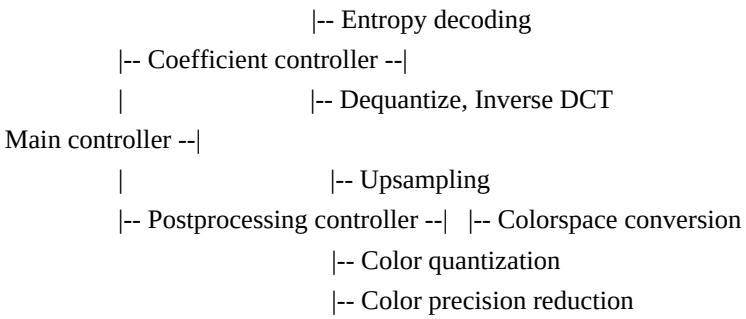
* Progress monitor: supports output of "percent-done" progress reports.
This object represents an optional callback to the surrounding application:
if wanted, it must be supplied by the application.

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:



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.

*** 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:

```
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):
* /jpeg-9c-tar-gz/jpeg-9c/structure.txt
No license file was found, but licenses were detected in source scan.

```
/*
* rdswitch.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modified 2003-2015 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 process some of cjpeg's more complicated
* command-line switches.  Switches processed here are:
* -qtables file  Read quantization tables from text file
* -scans file  Read 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):
* /jpeg-9c-tar-gz/jpeg-9c/rdswitch.c
No license file was found, but licenses were detected in source scan.

```
/*
* jfdctflt.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2003-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/*
* wrrle.c
*
* Copyright (C) 1991-1996, 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrrle.c
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().
*/
/* #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 enum, on Windows systems.
*/
#ifdef _WIN32
#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 */
#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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jconfig.txt
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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemansi.c
No license file was found, but licenses were detected in source scan.

```
/*
* jdmerge.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2013-2017 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 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 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 * 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdmerge.c
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
* in the JBIG spec, ISO/IEC IS 11544 and CCITT Recommendation ITU-T T.82.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
* jidctflt.c
*
* Copyright (C) 1994-1998, Thomas G. Lane.
* Modified 2010-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jidctflt.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):
* /jpeg-9c-tar-gz/jpeg-9c/jdapistd.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:
*
*     FSpDelete     ->  HDelete
*     FSpGetFInfo   ->  HGetFInfo
*     FSpCreate     ->  HCreate
*     FSpOpenDF     ->  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):
* /jpeg-9c-tar-gz/jpeg-9c/jmemmac.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):
* /jpeg-9c-tar-gz/jpeg-9c/jdmainct.c
No license file was found, but licenses were detected in source scan.

/*
* jpegint.h
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 1997-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jpegint.h
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.

* Modified 2011-2017 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 contains output colorspace conversion routines.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jdcolor.c
No license file was found, but licenses were detected in source scan.

/*
* cderror.h
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/cderror.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):
* /jpeg-9c-tar-gz/jpeg-9c/rdcolmap.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):
* /jpeg-9c-tar-gz/jpeg-9c/jcapistd.c
No license file was found, but licenses were detected in source scan.

```
/*
* jccoefct.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2003-2011 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jccoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jdmaster.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2017 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/jdmaster.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):
* /jpeg-9c-tar-gz/jpeg-9c/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
* wrbmp.c

```
*
* Copyright (C) 1994-1996, 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 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):
* /jpeg-9c-tar-gz/jpeg-9c/wrbmp.c
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):
* /jpeg-9c-tar-gz/jpeg-9c/rdgif.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

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.

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):
* /jpeg-9c-tar-gz/jpeg-9c/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
* cjpeg.c
*
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2003-2013 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 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:
* cjpeg [options] inputfile outputfile
* cjpeg [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):
* /jpeg-9c-tar-gz/jpeg-9c/cjpeg.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):
* /jpeg-9c-tar-gz/jpeg-9c/jmorecfg.h
No license file was found, but licenses were detected in source scan.

/*
* rdppm.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2009-2017 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.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/rdppm.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):
* /jpeg-9c-tar-gz/jpeg-9c/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
* jdtrans.c
*
* Copyright (C) 1995-1997, Thomas G. Lane.
* Modified 2000-2009 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 library routines for transcoding decompression,
* that is, reading raw DCT coefficient arrays from an input JPEG file.
* The routines in jdapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /jpeg-9c-tar-gz/jpeg-9c/jdtrans.c
No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY

Copyright (C) 1994-2013, 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 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

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
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

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

```
 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:

```
 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:

```
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);
```

9. Aborting.

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)
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_colorspace() 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_colorspace() 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]
Linear quantization scaling factors (percentage, initialized 100)
for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.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_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_width   Width 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. 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_colorspace(). 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_colorspace() 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_colorspace(), 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
 BG_YCC => RGB
 BG_YCC => 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 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 frammishes. 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

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

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
 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":

```
  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:
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 block_size valid samples, and there must be a multiple of
block_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.
   Furthermore, set cinfo->do_fancy_downsampling to FALSE if you want to use
   real downsampled data. (It is set TRUE by jpeg_set_defaults().)
 * 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*block_size sample rows of each component. The passed num_lines
value must be at least max_v_samp_factor*block_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
 cinfo->comp_info[i].width_in_blocks*block_size samples per row
 cinfo->comp_info[i].height_in_blocks*block_size 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 block_size samples. An example may help here.
Assume 2h2v downsampling of YCbCr data, that is
cinfo->comp_info[0].h_samp_factor = 2 for Y
cinfo->comp_info[0].v_samp_factor = 2
cinfo->comp_info[1].h_samp_factor = 1 for Cb
cinfo->comp_info[1].v_samp_factor = 1
cinfo->comp_info[2].h_samp_factor = 1 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 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.
Furthermore, set cinfo->do_fancy_upsampling = FALSE if you want to get real
downsampled data (it is set TRUE by jpeg_read_header()).
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*block_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 frammish 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,
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
 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 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,
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):
* /jpeg-9c-tar-gz/jpeg-9c/libjpeg.txt

1.985 commons-io 2.8.0

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 A JavaScript tokenizer / parser / beautifier / compressor.

 This version is suitable for Node.js. With minimal changes (the
 exports stuff) it should
 work on any JS platform.

 This file contains the tokenizer/parser. It is a port to JavaScript
 of parse-js [1], a JavaScript parser library written in Common Lisp
 by Marijn Haverbeke. Thank you Marijn!

[1] http://marijn.haverbeke.nl/parse-js/

Exported functions:

- tokenizer(code) -- returns a function. Call the returned function to fetch the next token.

- parse(code) -- returns an AST of the given JavaScript code.

---------- (C) ----------

Author: Mihai Bazon
<mihai.bazon@gmail.com>
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1.1017 jackson-core 2.11.4

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1.1018 guava 30.1-jre

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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

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/*
  * This following method is a modified version of one found in
  * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Utf8.java
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/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
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/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/UrlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/Cut.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Range.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Count.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
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*
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingCollection.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Maps.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingObject.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumBiMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Optional.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Present.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Types.java

* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Absent.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Enums.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
*

/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/LongMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java

*
/guava-30-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Flushables.java

* /guava-30-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Interners.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Closeables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Functions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/PatternCompiler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java

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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/MacHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
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*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.

*/

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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ShortsMethodsForWeb.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java

* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Joiner.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Converter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */

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* /guava-30-1-jre-sources-1-jar/com/google/common/base/SmallCharMatcher.java
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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Strings.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Element.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java

* /guava-30-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/package-info.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java

1.1019 annotations 3.0.0

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

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

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

OVERVIEW
========

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

This software implements JPEG baseline, extended-sequential, and progressive compression
 processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding

variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

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

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

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

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that you must include source code if you redistribute it. (See the file
ansi2knr.c
 for full details.) However, since ansi2knr.c is not needed as part
of any program generated from the IJG code, this does not limit you more than
the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf.
It is copyright by the Free Software Foundation but is freely distributable.

The same holds for its supporting scripts (config.guess, config.sub,
ltconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

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

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

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

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

A somewhat less technical, more leisurely introduction to JPEG can be found in
"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by

M&T
Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

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

The JPEG standard itself is not available electronically; you must order a

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

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

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

the figures.

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

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

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

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

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

RELATED SOFTWARE
==========

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
==========

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF.
SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should
be able to read the most common variant of SPIFF. SPIFF has some technical
advantages over JFIF, but its major claim to fame is simply that it is an
official standard rather than an informal one. At this point it is unclear
whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto
standard. IJG intends to support SPIFF once the standard is frozen, but we
have not decided whether it should become our default output format or not.
(In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist.
We have little or no sympathy for the existence of these formats. Indeed,
one of the original reasons for developing this free software was to help
force
 convergence on common, open format standards for JPEG files. Don't
use a proprietary file format!

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

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1.1022 jackson-xc 1.9.2

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- tests/iojs/test-http-parser-durability.js

This file is from https://github.com/mscdex/io.js/blob/js-http-parser/test/pummel/test-http-parser-durability.js
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"""

- tests/fixtures/*
tests/parallel/*
tests/testpy/*
tests/common.js
tests/test.py
tests/utils.py

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 *
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap
class.
 */

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/*
 * This following method is a modified version of one found in
 * http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30
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* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/VerifyException.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
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```
*/
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/GwtTransient.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicLongMap.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Java8Usage.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostSpecifier.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/SignedBytes.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/UrlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/Cut.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-30-1-jre-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteProcessor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LocalCache.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-30-1-jre-sources-1-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CollectCollectors.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
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* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableCollection.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/Table.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CollectPreconditions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Range.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Count.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AllEqualOrdering.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TransformedListIterator.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/CompactHashSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Optional.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Present.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Types.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMultiset.java

* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Absent.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Enums.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/RemovalCause.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/cache/Cache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/IntMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/Funnel.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/LongMath.java

* /guava-30-1-jre-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LoadingCache.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/HashFunction.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
*
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java

* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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* the License.
*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
* version.
*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java

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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/graph/Traverser.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
*

/guava-30-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Files.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
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/guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Objects.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/Flushables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Supplier.java

* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/Interners.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
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 /guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/base/PatternCompiler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-30-1-jre-sources-1-jar/com/google/common/hash/MacHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/

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* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
*

/guava-30-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Joiner.java
* /guava-30-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
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/guava-30-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
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/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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  */

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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-30-1-jre-sources-1-jar/com/google/common/net/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMultiset.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
*
/guava-30-1-jre-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-30-1-jre-sources-1-jar/com/google/common/escape/package-info.java

*
/guava-30-1-jre-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-30-1-jre-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-30-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
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/guava-30-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
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* /guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
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1.1052 mime-pull 1.9.6

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1.1056 w3c-hr-time 1.0.2

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1.1059 yocto-queue 0.1.0

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1.1060 types-istanbul-lib-report 3.0.0

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1.1062 @types/parse-json 4.0.0

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1.1063 types-source-list-map 0.1.2

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* /failureaccess-1-0-1-sources-jar/com/google/common/util/concurrent/internal/InternalFutures.java

1.1066 postcss-resolve-nested-selector 0.1.1

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1.1067 digraph-parser 1.0

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/** Derived from http://www.graphviz.org/doc/info/lang.html.
   Comments pulled from spec.
*/
grammar DOT;

graph	:	STRICT? (GRAPH | DIGRAPH) id? '{' stmt_list '}' ;

```
stmt_list   :   ( stmt ';'? )* ;
stmt        :   node_stmt
            |   edge_stmt
            |   attr_stmt
            |   id '=' id
            |   subgraph
            ;
attr_stmt   :   (GRAPH | NODE | EDGE) attr_list ;
attr_list   :   ('[' a_list? ']')+ ;
a_list
     :   (id ('=' id)? ','?)+ ;
edge_stmt   :   (node_id | subgraph) edgeRHS attr_list? ;
edgeRHS     :   ( edgeop (node_id | subgraph) )+ ;
edgeop      :   '->' | '--' ;
node_stmt   :   node_id attr_list? ;
node_id     :   id port? ;
port        :   ':' id (':' id)? ;
subgraph    :   (SUBGRAPH id?)? '{' stmt_list '}' ;
id          :   ID
            |   STRING
            |   HTML_STRING
            |   NUMBER
            ;

// "The keywords node, edge, graph, digraph, subgraph, and strict are
// case-independent"
STRICT      :   [Ss][Tt][Rr][Ii][Cc][Tt] ;
GRAPH       :   [Gg][Rr][Aa][Pp][Hh] ;
DIGRAPH     :   [Dd][Ii][Gg][Rr][Aa][Pp][Hh] ;
NODE        :   [Nn][Oo][Dd][Ee] ;
EDGE        :   [Ee][Dd][Gg][Ee] ;
SUBGRAPH    :   [Ss][Uu][Bb][Gg][Rr][Aa][Pp][Hh] ;

/** "a numeral [-]?(.[0-9]+ | [0-9]+(.[0-9]*)? )" */
NUMBER      :   '-'? ('.' DIGIT+ | DIGIT+ ('.' DIGIT*)? ) ;
fragment
DIGIT       :   [0-9] ;

/** "any double-quoted string ("...") possibly containing
 escaped quotes" */
STRING      :   '"' ('\\"'|.)*? '"' ;

/** "Any string of alphabetic ([a-zA-Z\200-\377]) characters, underscores
*  ('_') or digits ([0-9]), not beginning with a digit"
*/
ID          :   LETTER (LETTER|DIGIT)*;
fragment
LETTER      :   [a-zA-Z\u0080-\u00FF_] ;
```

```
/** "HTML strings, angle brackets must occur in matched pairs, and
*  unescaped newlines are allowed."
*/
HTML_STRING :   '<' (TAG|~[<>])* '>' ;
fragment
TAG         :   '<' .*? '>' ;

COMMENT     :   '/*' .*? '*/'       -> skip ;
LINE_COMMENT:   '//' .*? '\r'? '\n' -> skip ;

/** "a '#' character is considered a line output from a C preprocessor (e.g.,
*  # 34 to indicate line 34 ) and discarded"
*/
PREPROC     :   '#' .*? '\n' -> skip ;

WS          :   [ \t\n\r]+ -> skip ;
```

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* /digraph-parser-1-0-sources-2-jar/com/paypal/digraph/parser/GraphElement.java
* /digraph-parser-1-0-sources-2-jar/com/paypal/digraph/parser/GraphNode.java
* /digraph-parser-1-0-sources-2-jar/com/paypal/digraph/parser/GraphEdge.java
* /digraph-parser-1-0-sources-2-jar/com/paypal/digraph/parser/GraphParserException.java

1.1068 system-runtime-compilerservices-unsafe 4.5.0

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

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

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1.1069 system-security-principal-windows 4.5.0

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

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

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1.1070 system-security-cryptography-protecteddata 4.5.0

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Martin Richards
23 February 2007
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<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
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  <CMakeProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
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<Project Sdk="Microsoft.Build.NoTargets">

 <UsingTask TaskName="RegenerateThirdPartyNotices" AssemblyFile="$(InstallerTasksAssemblyPath)" />

 <Target Name="RegenerateThirdPartyNotices" AfterTargets="Build">
  <PropertyGroup>
   <TpnFile>$(InstallerProjectRoot)pkg\THIRD-PARTY-NOTICES.TXT</TpnFile>
  </PropertyGroup>
```

```
  <!--
    Repo configuration. Upstreams, but also more: the TPN in dotnet/runtime serves many repos outside
    its graph, because dotnet/runtime produces the installer that ends up placing the single TPN file
    in the dotnet home directory.
  -->
  <ItemGroup>
    <TpnRepo Include="dotnet/runtime" />
    <TpnRepo Include="dotnet/aspnetcore" />
    <TpnRepo Include="dotnet/installer" />
    <TpnRepo Include="dotnet/roslyn-analyzers" />
    <TpnRepo Include="dotnet/templating" />
    <TpnRepo Include="dotnet/winforms" />
    <TpnRepo Include="dotnet/wpf" />

    <!--
      Additional repos that should be included but don't have any
 third-party-notices files:
        dotnet/efcore
        dotnet/emsdk
        dotnet/extensions
        dotnet/icu
        dotnet/sdk
        dotnet/windowsdesktop
        dotnet/linker
    -->

    <TpnRepo Condition="'%(TpnRepo.Branch)' == "" Branch="main" />

    <PotentialTpnPath Include="THIRD-PARTY-NOTICES.TXT" />
    <PotentialTpnPath Include="THIRD-PARTY-NOTICES.txt" />
    <PotentialTpnPath Include="THIRD-PARTY-NOTICES" />
    <PotentialTpnPath Include="THIRDPARTYNOTICES.TXT" />
    <PotentialTpnPath Include="THIRDPARTYNOTICES.txt" />
  </ItemGroup>

  <RegenerateThirdPartyNotices
    TpnFile="$(TpnFile)"
    PotentialTpnPaths="@(PotentialTpnPath)"
    TpnRepos="@(TpnRepo)" />

  <Message Text="$(MSBuildProjectName) -> $(TpnFile)" Importance="High" />
 </Target>

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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Written
 in 2018 by David Blackman and Sebastiano Vigna (vigna@acm.org)

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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https://github.com/madler/zlib

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

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Bit Twiddling Hacks

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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/ByteArrayDataOutput.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash
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  */
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/primitives/package-info.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Equivalence.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSetMultimap.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/UnmodifiableListIterator.java
* /jersey-guava-2-25-1-sources-
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/annotations/Beta.java
* /jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableCollection.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/net/package-info.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractSequentialIterator.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Monitor.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/RowSortedTable.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/SortedMapDifference.java

* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingListMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Atomics.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedSetMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/ListeningExecutorService.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/LinkedListMultimap.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/hash/BloomFilterStrategies.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractSortedMultiset.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
  *
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  */

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jar/jersey/repackaged/com/google/common/collect/DescendingImmutableSortedSet.java
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1.1077 jetty-jndi 9.4.26.v20200117

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

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

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

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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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module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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http://openjdk.java.net/legal/gplv2+ce.html

OW2

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

Apache

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

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following Apache Tomcat jars, all ASL2
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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

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

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

Oracle

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
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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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The following artifacts are ASL2 licensed.

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
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 licensed.

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1079 automation 1.11-8

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*/

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* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/ShuffleOperations.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/Datatypes.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/RegExp.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/State.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/AutomatonProvider.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/TransitionComparator.java
*
/automaton-1-11-8-sources-3-jar/dk/brics/automaton/MinimizationOperations.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/BasicOperations.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/Transition.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/StatePair.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/RunAutomaton.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/SpecialOperations.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/BasicAutomata.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/DatatypesAutomatonProvider.java
* /automaton-1-11-8-sources-3-jar/dk/brics/automaton/Automaton.java
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/*
* dk.brics.automaton - AutomatonMatcher
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1.1080 httpcomponents-core 4.4.13

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1.1087 commons-logging 1.2

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* /commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java
*
/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java
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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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/*
* $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.xsltc.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.xsltc.DOM;
import org.apache.xml.dtm.Axis;
import org.apache.xalan.xsltc.runtime.Operators;
import org.apache.xalan.xsltc.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
   * "@*[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();
 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 :
 (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);
        :}

    | 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); :};

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 '/.' from the end
    }
    else {
       RESULT =
         new ParentLocationPath((RelativeLocationPath) rlp, step);
      }
    :}

    | AbbreviatedRelativeLocationPath:arlp
    {: RESULT = 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'
          if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {

     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
    {:
       // An empty qname prefix for a variable or parameter reference
       // should map to the null namespace and not the default URI.
       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(Constants.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("decendant"); :}

    | DESCENDANTORSELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); :}

    | FOLLOWING
    {: RESULT = parser.getQNameIgnoreDefaultNs("following"); :}

    | FOLLOWINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :}

    | NAMESPACE
    {: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :}

    | PARENT
    {: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :}

    | PRECEDING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding"); :}
```

```
    | PRECEDINGSIBLING
    {: RESULT = parser.getQNameIgnoreDefaultNs("preceding-sibling"); :}

    | SELF
    {: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}


  | ID
    {: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.cup
No license file was found, but licenses were detected in source scan.

```
/*
* Licensed to the Apache Software Foundation (ASF) under one
* or more contributor license agreements. See the NOTICE file
* distributed with this work for additional information
* regarding copyright ownership. The ASF licenses this file
* to you under the Apache License, Version 2.0 (the  "License");
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* 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.
*/
/**
  * 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.
  */
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.java

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* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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* limitations under the License.
*/
/**
* 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
*/
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StopParseException.java

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* limitations under the License.
*/
```

```
/*
* $Id: xpath.lex 1225752 2011-12-30 04:12:46Z mrglavas $
*/

/*
* @author Jacek Ambroziak
* @author
 Santiago Pericas-Geertsen
* @author Morten Jorgensen
*
*/

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;
%%
%cup
%unicode
%class XPathLexer
%yyeof

%{
      int last;

      void initialize() {
         last = -1;
      }

      static boolean isWhitespace(int c) {
         return (c == ' ' || c == '\t' || c == '\r' || c == '\n'  || c == '\f');
      }

      /**
       * 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);
        }

        /**
         * 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.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.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}

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-
\u013E\u0141-\u0148\u014A-\u017E\u0180-\u01C3\u01CD-\u01F0\u01F4-\u01F5\u01FA-\u0217\u0250-
\u02A8\u02BB-\u02C1\u0386\u0388-\u038A\u038C\u038E-\u03A1\u03A3-\u03CE\u03D0-
\u03D6\u03DA\u03DC\u03DE\u03E0\u03E2-\u03F3\u0401-\u040C\u040E-\u044F\u0451-\u045C\u045E-
\u0481\u0490-\u04C4\u04C7-\u04C8\u04CB-\u04CC\u04D0-\u04EB\u04EE-\u04F5\u04F8-\u04F9\u0531-
\u0556\u0559\u0561-\u0586\u05D0-\u05EA\u05F0-\u05F2\u0621-\u063A\u0641-\u064A\u0671-\u06B7\u06BA-
\u06BE\u06C0-\u06CE\u06D0-\u06D3\u06D5\u06E5-\u06E6\u0905-\u0939\u093D\u0958-\u0961\u0985-
\u098C\u098F-\u0990\u0993-\u09A8\u09AA-\u09B0\u09B2\u09B6-\u09B9\u09DC-\u09DD\u09DF-
\u09E1\u09F0-\u09F1\u0A05-\u0A0A\u0A0F-\u0A10\u0A13-\u0A28\u0A2A-\u0A30\u0A32-\u0A33\u0A35-
\u0A36\u0A38-\u0A39\u0A59-\u0A5C\u0A5E\u0A72-\u0A74\u0A85-\u0A8B\u0A8D\u0A8F-\u0A91\u0A93-
\u0AA8\u0AAA-\u0AB0\u0AB2-\u0AB3\u0AB5-\u0AB9\u0ABD\u0AE0\u0B05-\u0B0C\u0B0F-\u0B10\u0B13-
\u0B28\u0B2A-\u0B30\u0B32-\u0B33\u0B36-\u0B39\u0B3D\u0B5C-\u0B5D\u0B5F-\u0B61\u0B85-
\u0B8A\u0B8E-\u0B90\u0B92-\u0B95\u0B99-\u0B9A\u0B9C\u0B9E-\u0B9F\u0BA3-\u0BA4\u0BA8-
\u0BAA\u0BAE-\u0BB5\u0BB7-\u0BB9\u0C05-\u0C0C\u0C0E-\u0C10\u0C12-\u0C28\u0C2A-\u0C33\u0C35-
\u0C39\u0C60-\u0C61\u0C85-\u0C8C\u0C8E-\u0C90\u0C92-\u0CA8\u0CAA-\u0CB3\u0CB5-
\u0CB9\u0CDE\u0CE0-\u0CE1\u0D05-\u0D0C\u0D0E-\u0D10\u0D12-\u0D28\u0D2A-\u0D39\u0D60-
\u0D61\u0E01-\u0E2E\u0E30\u0E32-\u0E33\u0E40-\u0E45\u0E81-\u0E82\u0E84\u0E87-
\u0E88\u0E8A\u0E8D\u0E94-\u0E97\u0E99-\u0E9F\u0EA1-\u0EA3\u0EA5\u0EA7\u0EAA-\u0EAB\u0EAD-
\u0EAE\u0EB0\u0EB2-\u0EB3\u0EBD\u0EC0-\u0EC4\u0F40-\u0F47\u0F49-\u0F69\u10A0-\u10C5\u10D0-
\u10F6\u1100\u1102-\u1103\u1105-\u1107\u1109\u110B-\u110C\u110E-
\u1112\u113C\u113E\u1140\u114C\u114E\u1150\u1154-\u1155\u1159\u115F-
\u1161\u1163\u1165\u1167\u1169\u116D-\u116E\u1172-\u1173\u1175\u119E\u11A8\u11AB\u11AE-
\u11AF\u11B7-\u11B8\u11BA\u11BC-\u11C2\u11EB\u11F0\u11F9\u1E00-\u1E9B\u1EA0-\u1EF9\u1F00-
\u1F15\u1F18-\u1F1D\u1F20-\u1F45\u1F48-\u1F4D\u1F50-\u1F57\u1F59\u1F5B\u1F5D\u1F5F-\u1F7D\u1F80-
\u1FB4\u1FB6-\u1FBC\u1FBE\u1FC2-\u1FC4\u1FC6-\u1FCC\u1FD0-\u1FD3\u1FD6-\u1FDB\u1FE0-
\u1FEC\u1FF2-\u1FF4\u1FF6-\u1FFC\u2126\u212A-\u212B\u212E\u2180-\u2182\u3041-\u3094\u30A1-
\u30FA\u3105-\u312C\uAC00-\uD7A3]

Ideographic=[\u4E00-\u9FA5\u3007\u3021-\u3029]
```

```
CombiningChar=[\u0300-\u0345\u0360-\u0361\u0483-\u0486\u0591-\u05A1\u05A3-\u05B9\u05BB-
\u05BD\u05BF\u05C1-\u05C2\u05C4\u064B-\u0652\u0670\u06D6-\u06DC\u06DD-\u06DF\u06E0-\u06E4\u06E7-
\u06E8\u06EA-\u06ED\u0901-\u0903\u093C\u093E-\u094C\u094D\u0951-\u0954\u0962-\u0963\u0981-
\u0983\u09BC\u09BE\u09BF\u09C0-\u09C4\u09C7-\u09C8\u09CB-\u09CD\u09D7\u09E2-
\u09E3\u0A02\u0A3C\u0A3E\u0A3F\u0A40-\u0A42\u0A47-\u0A48\u0A4B-\u0A4D\u0A70-\u0A71\u0A81-
\u0A83\u0ABC\u0ABE-\u0AC5\u0AC7-\u0AC9\u0ACB-\u0ACD\u0B01-\u0B03\u0B3C\u0B3E-\u0B43\u0B47-
\u0B48\u0B4B-\u0B4D\u0B56-\u0B57\u0B82-\u0B83\u0BBE-\u0BC2\u0BC6-\u0BC8\u0BCA-
\u0BCD\u0BD7\u0C01-\u0C03\u0C3E-\u0C44\u0C46-\u0C48\u0C4A-\u0C4D\u0C55-\u0C56\u0C82-
\u0C83\u0CBE-\u0CC4\u0CC6-\u0CC8\u0CCA-\u0CCD\u0CD5-\u0CD6\u0D02-\u0D03\u0D3E-\u0D43\u0D46-
\u0D48\u0D4A-\u0D4D\u0D57\u0E31\u0E34-\u0E3A\u0E47-\u0E4E\u0EB1\u0EB4-\u0EB9\u0EBB-
\u0EBC\u0EC8-\u0ECD\u0F18-\u0F19\u0F35\u0F37\u0F39\u0F3E\u0F3F\u0F71-\u0F84\u0F86-\u0F8B\u0F90-
\u0F95\u0F97\u0F99-\u0FAD\u0FB1-\u0FB7\u0FB9\u20D0-\u20DC\u20E1\u302A-\u302F\u3099\u309A]


Digit=[\u0030-\u0039\u0660-\u0669\u06F0-\u06F9\u0966-\u096F\u09E6-\u09EF\u0A66-\u0A6F\u0AE6-
\u0AEF\u0B66-\u0B6F\u0BE7-\u0BEF\u0C66-\u0C6F\u0CE6-\u0CEF\u0D66-\u0D6F\u0E50-\u0E59\u0ED0-
\u0ED9\u0F20-\u0F29]

Extender=[\u00B7\u02D0\u02D1\u0387\u0640\u0E46\u0EC6\u3005\u3031-\u3035\u309D-\u309E\u30FC-\u30FE]

NCName=({Letter}|"_"|{NCNameStartChar})({NCNameChar})*

NCNameChar={Letter}|{Digit}|"."|"-"|"_"|{CombiningChar}|{Extender}|{NCNameStartChar}|
 \u00B7 | [\u0300-\u036F] | [\u203F-\u2040] | [\u0130-\u0136]

NCNameStartChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-
\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-
\uFFFD] | \u005F |({HighSurrogate}{LowSurrogate})

HighSurrogate=[\uD800-\uDBFF]

LowSurrogate=[\uDC00-\uDFFF]

%%

"*"                 { return disambiguateStar(); }
"/"                 { return newSymbol(sym.SLASH); }
"+"                 { return newSymbol(sym.PLUS); }
"-"                 { return newSymbol(sym.MINUS); }
"div"               { return disambiguateOperator(sym.DIV); }
"mod"               { return disambiguateOperator(sym.MOD); }
"::"                { return newSymbol(sym.DCOLON); }
","                 { return newSymbol(sym.COMMA); }
"@"                 { return newSymbol(sym.ATSIGN); }
".."                { return newSymbol(sym.DDOT); }
"|"
  { return newSymbol(sym.VBAR); }
"$"                 { return newSymbol(sym.DOLLAR); }
```

```
"//"                  { return newSymbol(sym.DSLASH); }
"="                   { return newSymbol(sym.EQ); }
"!="                  { return newSymbol(sym.NE); }
"<"                   { return newSymbol(sym.LT); }
">"                   { return newSymbol(sym.GT); }
"<="                  { return newSymbol(sym.LE); }
">="                  { return newSymbol(sym.GE); }
"id"                  { return disambiguateAxisOrFunction(sym.ID); }
"key"                 { return disambiguateAxisOrFunction(sym.KEY); }
"text()"              { return newSymbol(sym.TEXT); }
"text"+[ \t\r\n\f]+"()"  { return newSymbol(sym.TEXT); }
"node()"              { return newSymbol(sym.NODE); }
"node"+[ \t\r\n\f]+"()"  { return newSymbol(sym.NODE); }
"comment()"           { return newSymbol(sym.COMMENT); }
"comment"+[ \t\r\n\f]+"()"  { return newSymbol(sym.COMMENT); }
"processing-instruction"
 { return disambiguateAxisOrFunction(sym.PIPARAM); }
"processing-instruction()"          { return newSymbol(sym.PI); }
"processing-instruction"+[ \t\r\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())); }
```

```
"."{Digit}+              { return newSymbol(sym.REAL, new Double(yytext())); }
"."                      { return newSymbol(sym.DOT); }
({NCName}":")?{NCName}   { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"*"        { return newSymbol(sym.QNAME, yytext()); }
({NCName}":")?"@*"       { return newSymbol(sym.QNAME, yytext()); }
[ \t\r\n\f]              { /* ignore white space. */ }
.                        { throw new Exception(yytext()); }
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.lex
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* 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.
*/
// Proprietary, built in functions
/** current function string (Proprietary). */
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java
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```

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*/
// is found, then throw a special exception in order to terminate

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java
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*/

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/QueuedEvents.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslAttribute.java
*
 /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/MessageHandler.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/KeyIndex.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/ElemDesc.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemForEach.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_zh.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncBoolean.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/NodeSetType.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CurrentCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/TransformerHandlerImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/When.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SecuritySupport.java
*

/xalan-2-7-2-sources-jar/org/apache/xpath/axes/WalkingIteratorSorted.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWhen.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ja.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StylesheetPIHandler.java
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* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/TestSeq.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/StringStack.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerExsltFunction.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Node.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/DTMDocument.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/Transform.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_en.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/SortingIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/XPathParser.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/WriterToUTF8Buffered.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/NotCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StringCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltCommon.java

* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/XConnection.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ja.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorExsltFunction.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ko.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorUnknown.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathNamespaceImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Mod.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AbsolutePathPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Variable.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/AttList.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FilterExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ReverseAxesWalker.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/UnionPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ja.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/XPathContext.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Include.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemWithParam.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CurrentNodeListFilter.java
*
/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/MethodType.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/WhitespaceStrippingElementMatcher.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Attribute.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/CopyOf.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/Attributes.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/MatchPatternIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DupFilterIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/NodeIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/DecimalFormatting.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/XPathVisitor.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_ko.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/XalanTransformState.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemVariablePsuedo.java
*
/xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_es.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_hu.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_ru.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_pl.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/Expression.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/TransformStateSetter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathEvaluatorImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionCall.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/RTFIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeListBase.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/LocPathIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_pt_BR.java

*
 /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorInclude.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/ObjectPool.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Message.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNamedNodeMap.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLString.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemExtensionDecl.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/WrappedRuntimeException.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHMessages.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/ErrorMessages_ca.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/cmdline/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LocalNameCall.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/SecuritySupport.java
*
 /xalan-2-7-2-sources-jar/org/apache/xml/utils/BoolStack.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/FoundIndex.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMStringListImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_it.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncExtElementAvailable.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ArgumentList.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/objects/DTMXRTreeFrag.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AncestorPattern.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/WalkingIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/EqualityExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_en.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/ChildTestIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ForEach.java
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/StringComparable.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Expression.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XSLTVisitor.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralExpr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ApplyImports.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/ConnectionPoolManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorAttributeSet.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Quo.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/NSInfo.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerJavaClass.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMConstants.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/ExpandedNameTable.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/QName.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMManager.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/GenerateIdCall.java

* /xalan-2-7-2-sources-jar/org/apache/xml/utils/QName.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformSnapshot.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_ca.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/QueryParameter.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_es.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorOutputElem.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Param.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValueTemplate.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_ru.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/SlotAllocator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Number.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_el.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/TransformerHandlerImpl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/DOM2TO.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/Stylesheet.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/VariableStack.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMWSFilter.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/FilterExprIteratorSimple.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_CN.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/MultiValuedNodeHeapIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_zh_TW.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemElement.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ConcatCall.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTErrorResources_de.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ResultNameSpace.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorLRE.java
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/ObjectFactory.java
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/res/XResources_ja_JP_A.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/Gt.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_fr.java
* /xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_cs.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMConfigurationException.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMNodeList.java
* /xalan-2-7-2-sources-jar/org/apache/xml/dtm/Axis.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/XUnresolvedVariable.java
* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncFalse.java
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/SecuritySupport.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_sl.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/AbsoluteIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/CurrentNodeListIterator.java
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/IllegalCharException.java
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* /xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/operations/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/patterns/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
* /xalan-2-7-2-sources-jar/org/apache/xml/utils/package.html
*
 /xalan-2-7-2-sources-jar/org/apache/xpath/objects/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/axes/package.html
* /xalan-2-7-2-sources-jar/org/apache/xpath/res/package.html
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*/
/*
* $Id: Version.src 468654 2006-10-28 07:09:23Z minchau $
*/
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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* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.src
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*/
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/domapi/XPathStylesheetDOM3Exception.java
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*/
// Proprietary
/** The 'document-location()' id (Proprietary). */
```

Found in path(s):
* /xalan-2-7-2-sources-jar/org/apache/xpath/compiler/FunctionTable.java

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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[])
 {
   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));

}
```

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*/
// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_xml.properties
* /xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Makefile.inc
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_unknown.properties
* /xalan-2-7-2-sources-jar/org/apache/xml/serializer/HTMLEntities.properties
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*/
/**
* Execute the proprietary document-location() function, which returns
* a node set of documents.
* @xsl.usage advanced
 */
```

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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
 *          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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* /xalan-2-7-2-sources-jar/org/apache/xalan/Version.src

1.1090 isorelax 20090621

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```
/*
```

* @(#)$Id: IslandSchemaReader.java,v 1.4 2001/11/01 00:11:45 kkawa Exp $
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* /isorelax-20090621-sources-1-jar/org/iso_relax/dispatcher/IslandSchemaReader.java
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1.1093 jul-to-slf4j 1.7.30

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* /jul-to-slf4j-1-7-30-sources-1-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.1094 commons-io 2.8.0

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* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Sample.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/RuntimeSupport.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/SerializedProxy.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/HotSwapAgent.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/Parser.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewArray.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/IntConst.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Reflection.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/MemberCodeGen.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/ObjectImporter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/Transformer.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Cast.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotInvokeException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ConstantAttribute.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformWriteField.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtBehavior.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/SymbolTable.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/MultiType.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/stackmap/TypedBlock.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Keyword.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Member.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Desc.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedConstructor.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/FactoryHelper.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/NewExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtConstructor.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/Mnemonic.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CastExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/EnclosingMethodAttribute.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/CtArray.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/CompileError.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/FramePrinter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CannotCompileException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformAfter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Analyzer.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ExceptionTable.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedMethod.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/ProxyObjectInputStream.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/KeywordTable.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/NestMembersAttribute.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/InstructionPrinter.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LocalVariableAttribute.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotReflectException.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CallExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Compiler.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/Dump.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/CodeIterator.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Instanceof.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AnnotationDefaultAttribute.java
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/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Inner.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPoolFactory.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/Opcode.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Loader.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/Handler.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/CtClass.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/InstanceOfExpr.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/SerialVersionUID.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/expr/FieldAccess.java
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* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
*
/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/Annotation.java
*
/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/DoubleMemberValue.java

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* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ByteMemberValue.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/FloatMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/ShortMemberValue.java
*
 /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/annotation/DoubleMemberValue.java

1.1102 classmate 1.5.1

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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

1.1103 commons-logging 1.1.3

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1.1104 zt 1.14

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* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipLong.java
*
 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipExtraField.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipShort.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ExtraFieldUtils.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/ZipConstants.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/extra/UnrecognizedExtraField.java
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* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/IOUtils.java
*
 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/FileUtilsV2_2.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/StringBuilderWriter.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/commons/FilenameUtils.java
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* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZTFileUtil.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipInfoCallback.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/NameMapper.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/FileSource.java
*
 /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntryUtil.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/PreJava8TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/Zips.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ByteSource.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/Java8TimestampStrategy.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntrySource.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/IdentityNameMapper.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipUtil.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/timestamps/TimestampStrategyFactory.java
* /zt-zip-1-14-sources-1-jar/org/zeroturnaround/zip/ZipEntryCallback.java

1.1105 httpcomponents-mime 4.5.12

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1.1106 jcl-over-slf4j 1.7.30

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* /jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/LogConfigurationException.java
* /jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/Log.java

*
/jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SimpleLog.java
* /jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/NoOpLog.java
* /jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SLF4JLocationAwareLog.java
* /jcl-over-slf4j-1-7-30-sources-1-jar/org/apache/commons/logging/impl/SLF4JLog.java
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Found in path(s):
* /jakarta-validation-api-2-0-2-sources-3-jar/META-INF/maven/jakarta.validation/jakarta.validation-api/pom.xml
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/*
* Jakarta Bean Validation API
*

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*/

Found in path(s):
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CascadableDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/FutureOrPresent.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Null.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorContext.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ExecutableDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/Default.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/MessageInterpolator.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/Unwrapping.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ValueExtractor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/ValidationTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/MethodDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/UnexpectedTypeException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/BeanDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Digits.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/ProviderSpecificBootstrap.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/UnwrapByDefault.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NegativeOrZero.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ValidateUnwrappedValue.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/SupportedValidationTarget.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/ValidationProvider.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ElementKind.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/GroupConversionDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/ExtractedValue.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/GenericBootstrap.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/MethodType.java
* /jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/valueextraction/ValueExtractorDeclarationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstructorDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraintvalidation/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/AssertTrue.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Path.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/valueextraction/package-info.java

* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PositiveOrZero.java
*
 /jakarta-validation-api-2-0-2-sources-3-
jar/javax/validation/valueextraction/ValueExtractorDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/BootstrapConfiguration.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ElementDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ContainerElementTypeDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupDefinitionException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Min.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/groups/ConvertGroup.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/Scope.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Max.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ReportAsSingleViolation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ReturnValueDescriptor.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ParameterNameProvider.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Pattern.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/NoProviderFoundException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Validation.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorContext.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotBlank.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Constraint.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Valid.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/CrossParameterDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ClockProvider.java
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* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ValidateOnExecution.java
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* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/PastOrPresent.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintViolationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/bootstrap/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/TraversableResolver.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ExecutableValidator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationProviderResolver.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidatorFactory.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ContainerDescriptor.java
*
 /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ConstraintDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/ParameterDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotNull.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/package-info.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/GroupSequence.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Negative.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidatorFactory.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ValidationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/OverridesAttribute.java

* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/BootstrapState.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Email.java
*
/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintDeclarationException.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/metadata/PropertyDescriptor.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/ConstraintValidator.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/executable/ExecutableType.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/AssertFalse.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Future.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/DecimalMax.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/Positive.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/NotEmpty.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/spi/ConfigurationState.java
* /jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/Payload.java
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/jakarta-validation-api-2-0-2-sources-3-jar/javax/validation/constraints/DecimalMin.java
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1.1108 jakarta-ws-rs-api 2.1.6

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* https://github.com/eclipse-ee4j/jaxrs-api

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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/regions/AbstractRegionMetadataProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/partitions/model/Service.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/retry/v2/RetryPolicyContext.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/regions/InstanceMetadataRegionProvider.java
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/aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/timers/client/SdkInterruptedException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/retry/v2/RetryOnStatusCodeCondition.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/SdkBaseException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/retry/v2/RetryOnExceptionsCondition.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/internal/ProfileKeyConstants.java
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* /aws-java-sdk-core-1-11-91-sources-1-
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/ClientConfigurationFactory.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/SdkClientException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/RequestConfig.java
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 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/MetadataCache.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/auth/SignerProviderContext.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/NullResponseMetadataCache.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/ApacheHttpClientConfig.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/waiters/PollingStrategy.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/QueryStringSigner.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkSSLContext.java
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*/
/**
* Interface for providing AWS credentials. Implementations are free to use any
* strategy for providing AWS credentials, such as simply providing static
* credentials that don't change, or more complicated implementations, such as
* integrating with existing key management systems.
*/

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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/config/SignerConfig.java

* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/config/Builder.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/Protocol.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/config/JsonIndex.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/ProfilesConfigFileWriter.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/internal/SignerConstants.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/internal/AWS4SignerUtils.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/RequestProgressInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/request/Progress.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/internal/SignerKey.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/LengthCheckInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/DelegateSSLSocket.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/ProgressInputStream.java
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jar/com/amazonaws/auth/profile/internal/securitytoken/ProfileCredentialsService.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/ProfilesConfigFile.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/UnreliableTestConfig.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/Releasable.java
*
 /aws-java-sdk-core-1-11-91-sources-1-
jar/com/amazonaws/auth/profile/internal/securitytoken/STSProfileCredentialsServiceProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/internal/AWS4SignerRequestParams.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/UnreliableFilterInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/SyncProgressListener.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/request/ProgressSupport.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/internal/Profile.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/SDKProgressPublisher.java

* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkSocket.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/ProgressTracker.java
* /aws-java-sdk-core-1-11-91-sources-1-
jar/com/amazonaws/auth/profile/internal/securitytoken/STSProfileCredentialsServiceLoader.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/internal/securitytoken/RoleInfo.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/FIFOCache.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/BoundedLinkedHashMap.java
* /aws-java-sdk-core-1-11-91-sources-1-
jar/com/amazonaws/auth/profile/internal/AbstractProfilesConfigFileScanner.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/package-info.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkSSLSocket.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/ResponseProgressInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/profile/ProfileCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/event/DeliveryMode.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/InstanceProfileCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/EC2MetadataClient.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/ClasspathPropertiesFileCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/DefaultAWSCredentialsProviderChain.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/IdleConnectionReaper.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/CRC32MismatchException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/EnvironmentVariableCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/AWSCredentialsProviderChain.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/CustomBackoffStrategy.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/DynamoDBBackoffStrategy.java

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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/EncodingSchemeEnum.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Throwables.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/AbortedException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/CodecUtils.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/jmx/MBeans.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkDigestInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/ListWithAutoConstructFlag.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Base16.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Codec.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/EC2MetadataUtils.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/SdkRuntime.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/IOUtils.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/AWS4Signer.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/regions/Region.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/regions/RegionMetadata.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/MetricsInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Base32Codec.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/HttpClientWrappingInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Base16Codec.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkFilterOutputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/EncodingScheme.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkFilterInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/SdkBufferedInputStream.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Base32.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/Base64Codec.java

* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/regions/RegionUtils.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/RegionAwareSigner.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/AbstractBase32Codec.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/ResetException.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/jmx/SdkMBeanRegistrySupport.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/metrics/MetricAdminMBean.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/BasicSessionCredentials.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/AWSSessionCredentials.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/jmx/spi/JmxInfoProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/jmx/spi/SdkMBeanRegistry.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/ClassLoaderHelper.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/AWSSessionCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/metrics/MetricAdmin.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/json/Jackson.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/util/ServiceClientHolderInputStream.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/HttpMethodName.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/transform/LegacyErrorUnmarshaller.java
*
/aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/transform/VoidUnmarshaller.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/transform/Unmarshaller.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/SigningAlgorithm.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/transform/SimpleTypeUnmarshallers.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/AmazonClientException.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/retry/internal/CredentialsEndpointRetryPolicy.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/ConnectionUtils.java
*
/aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/ContainerCredentialsProvider.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/EC2CredentialsFetcher.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/EC2ContainerCredentialsProviderWrapper.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/ContainerCredentialsRetryPolicy.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/protocol/json/SdkJsonProtocolFactory.java
* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/protocol/json/SdkCborGenerator.java
*
 /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/JsonResponseHandler.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/auth/CanHandleNullCredentials.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/http/apache/utils/ApacheUtils.java
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* /aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/handlers/IRequestHandler2.java
*
/aws-java-sdk-core-1-11-91-sources-1-jar/com/amazonaws/internal/DateTimeJsonSerializer.java
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*/
/**
   * <p>
   * Describes the ID format settings for your resources on a per-region basis, for example, to view which resource
   * types are enabled for longer IDs. This request only returns information about resource types whose ID formats can
   * be modified; it does not return information about other resource types.
   * </p>

  * <p>
   * The following resource types support longer IDs: <code>instance</code> | <code>reservation</code> |
   * <code>snapshot</code> | <code>volume</code>.
   * </p>
   * <p>
   * These settings apply to the IAM user who makes the request; they do not apply to the entire AWS account. By
   * default, an IAM user defaults to the same settings as the root user, unless they explicitly override the settings
   * by running the <a>ModifyIdFormat</a> command. Resources created with longer IDs are visible to all IAM users,
   * regardless of these settings and provided that they have permission to use the relevant <code>Describe</code>
   * command for the resource type.
   * </p>
   *
   * @param describeIdFormatRequest
   *        Contains the parameters for DescribeIdFormat.
   * @return Result of the DescribeIdFormat operation returned by the service.
   * @sample AmazonEC2.DescribeIdFormat
   * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat" target="_top">AWS API
   *      Documentation</a>
   */
/**
   * <p>
   * Modifies the ID format for the specified resource on a per-region basis. You can specify that resources should
   * receive longer IDs (17-character IDs) when they are created. The following resource types support longer IDs:
   * <code>instance</code> | <code>reservation</code> | <code>snapshot</code> | <code>volume</code>.
   * </p>
   * <p>
   * This setting applies to the IAM user who makes the request; it does not apply to the entire AWS account. By
   * default, an IAM user defaults to the same settings as the root user. If you're using this action as the root
   * user, then these settings apply to the entire account, unless an IAM user explicitly overrides these settings for
   * themselves. For more information, see <a
   * href="http://docs.aws.amazon.com/AWSEC2/latest/UserGuide/resource-ids.html">Resource IDs</a> in the <i>Amazon
   * Elastic Compute
```

Cloud User Guide</i>.
*
*
* Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and
* provided that they have permission to use the relevant <code>Describe</code> command for the resource type.
*
*
* @param modifyIdFormatRequest
*   Contains the parameters of ModifyIdFormat.
* @return Result of the ModifyIdFormat operation returned by the service.
* @sample AmazonEC2.ModifyIdFormat
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/ModifyIdFormat"
target="_top">AWS API
*   Documentation
*/

Found in path(s):
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* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/AmazonEC2Client.java
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*/
/**
   * <p>
   * Describes the ID format settings for your resources on a per-region basis, for example, to view which resource
   * types are enabled for longer IDs. This request only returns information about resource types whose ID formats
can
   * be modified; it does not return information about other resource types.
   * </p>

  * <p>
   * The following resource types support longer IDs: <code>instance</code> | <code>reservation</code> |
   * <code>snapshot</code> | <code>volume</code>.
   * </p>
   * <p>
   * These settings apply to the IAM user who makes the request; they do not apply to the entire AWS account. By
   * default, an IAM user defaults to the same settings as the root user, unless they explicitly override the settings
   * by running the <a>ModifyIdFormat</a> command. Resources created with longer IDs are visible to all IAM
users,
   * regardless of these settings and provided that they have permission to use the relevant <code>Describe</code>
   * command for the resource type.
   * </p>
   *
   * @param describeIdFormatRequest
   *        Contains the parameters for DescribeIdFormat.
   * @return A Java Future containing the result of the DescribeIdFormat operation returned by the service.
   * @sample AmazonEC2Async.DescribeIdFormat
   * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat"
 target="_top">AWS API
   *      Documentation</a>
   */
/**
   * <p>
   * Modifies the ID format for the specified resource on a per-region basis. You can specify that resources should
   * receive longer IDs (17-character IDs) when they are created. The following resource types support longer IDs:
   * <code>instance</code> | <code>reservation</code> | <code>snapshot</code> | <code>volume</code>.
   * </p>
   * <p>
   * This setting applies to the IAM user who makes the request; it does not apply to the entire AWS account. By
   * default, an IAM user defaults to the same settings as the root user. If you're using this action as the root
   * user, then these settings apply to the entire account, unless an IAM user explicitly overrides these settings for
   * themselves. For more information, see <a
```

```
   * href="http://docs.aws.amazon.com/AWSEC2/latest/UserGuide/resource-ids.html">Resource IDs</a>
 in the <i>Amazon
   * Elastic Compute Cloud User Guide</i>.
   * </p>
   * <p>
   * Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and
   * provided that they have permission to use the relevant <code>Describe</code> command for the resource type.
   * </p>
   *
   * @param modifyIdFormatRequest
   *        Contains the parameters of ModifyIdFormat.
   * @return A Java Future containing the result of the ModifyIdFormat operation returned by the service.
   * @sample AmazonEC2Async.ModifyIdFormat
   * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/ModifyIdFormat"
target="_top">AWS API
   *      Documentation</a>
   */
```

Found in path(s):
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/AmazonEC2Async.java
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```
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```

Found in path(s):
* /aws-java-sdk-ec2-1-11-91-sources-1-
jar/com/amazonaws/services/ec2/model/transform/GeneratePreSignUrlRequestHandler.java
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/model/transform/EC2RequestHandler.java
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/model/DryRunResult.java
*
 /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/model/DryRunSupportedRequest.java
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/util/S3UploadPolicy.java
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/auth/policy/actions/EC2Actions.java
* /aws-java-sdk-ec2-1-11-91-sources-1-jar/com/amazonaws/services/ec2/util/package-info.java

1.1115 javassist 3.21.0-GA

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* /javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformAccessArrayField.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/CompileError.java
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 /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/FramePrinter.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/MultiArrayType.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/ArrayInit.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Symbol.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/CtMethod.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Frame.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/SignatureAttribute.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Sample.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/CtArray.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Executor.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/SymbolTable.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/ByteArrayClassPath.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/stackmap/Tracer.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/ProxyObject.java
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* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Metalevel.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/Dump.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/CodeAnalyzer.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformAfter.java

* /javassist-3-21-0-ga-sources-5-jar/javassist/scopedpool/ScopedClassPool.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Stmnt.java
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* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/ObjectNotFoundException.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/CodeIterator.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/StackMap.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/web/Viewer.java
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* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/Pair.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/compiler/KeywordTable.java
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* /javassist-3-21-0-ga-sources-5-jar/javassist/expr/ExprEditor.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/RemoteException.java
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 /javassist-3-21-0-ga-sources-5-jar/javassist/convert/TransformBefore.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/CtClassType.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/expr/Expr.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/ClassMetaobject.java
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*
 /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/ByteMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/MemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/LongMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/Annotation.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/StringMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/ArrayMemberValue.java
*
 /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/CharMemberValue.java
* /javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/annotation/ShortMemberValue.java

1.1116 javax-ejb-api 3.2

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1.1117 joda-time 2.9

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1.1118 checker-qual 3.1.0

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1.1119 joda-time 2.8.1

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1.1120 javax-ws-rs-api 2.0.1

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1.1123 commons-lang3 3.7

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1.1124 jakarta-servlet-api 4.0.4

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1.1126 asm-commons 7.2

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/**
  * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
  * constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
  * version.
  *
  * @param classVisitor a {@link ClassVisitor} to which
 this visitor will delegate calls.
  * @throws IllegalStateException If a subclass calls this constructor.
  */
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* /asm-commons-7-2-sources-4-jar/org/objectweb/asm/commons/ModuleTargetAttribute.java
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/**
  * Constructs a new {@link LocalVariablesSorter}. Subclasses must not use this constructor.
  * Instead, they must use the {@link #LocalVariablesSorter(int, int, String, MethodVisitor)}
  * version.
  *
  * @param access access flags of the adapted
 method.
  * @param descriptor the method's descriptor (see {@link Type}).
  * @param methodVisitor the method visitor to which this adapter delegates calls.
  * @throws IllegalStateException if a subclass calls this constructor.
  */

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/**
  * Constructs 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 methodVisitor 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 descriptor the method's descriptor (see {@link Type}).
  * @throws IllegalStateException if a subclass calls this constructor.
  */

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1.1127 asm-analysis 7.2

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* /asm-analysis-7-2-sources-4-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /asm-analysis-7-2-sources-4-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
*
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```

```
 * version.
 */
```

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1.1128 asm-tree 7.2

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* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/IincInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ModuleOpenNode.java
*
 /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/InsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ModuleRequireNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/AnnotationNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ClassNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ModuleNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/InnerClassNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
*

/asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/InsnList.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ParameterNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/ModuleProvideNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/MethodNode.java
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* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/LineNumberNode.java
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*
/asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-tree-7-2-sources-4-jar/org/objectweb/asm/tree/FrameNode.java
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1.1129 asm 7.2

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* /asm-7-2-sources-4-jar/org/objectweb/asm/ModuleWriter.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/MethodVisitor.java
*
/asm-7-2-sources-4-jar/org/objectweb/asm/ClassReader.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/Opcodes.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/signature/SignatureWriter.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/Type.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/FieldVisitor.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/AnnotationWriter.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/Constants.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/TypeReference.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/Label.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/Context.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/ClassTooLargeException.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/ClassVisitor.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/MethodWriter.java
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* /asm-7-2-sources-4-jar/org/objectweb/asm/Symbol.java
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*
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* /asm-7-2-sources-4-jar/org/objectweb/asm/FieldWriter.java
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* /asm-7-2-sources-4-jar/org/objectweb/asm/Attribute.java
* /asm-7-2-sources-4-jar/org/objectweb/asm/signature/SignatureReader.java
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1.1130 shindig-social-api 2.0.2

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3. Distribution Obligations

3.1. Application of License.

ANY COVERED CODE THAT YOU DISTRIBUTE OR OTHERWISE MAKE AVAILABLE IS GOVERNED BY THE TERMS OF THIS LICENSE, INCLUDING WITHOUT LIMITATION SECTION 2.2. THE SOURCE CODE VERSION OF COVERED CODE MAY BE DISTRIBUTED ONLY UNDER
THE TERMS OF THIS LICENSE OR A FUTURE VERSION OF THIS LICENSE RELEASED UNDER SECTION 6.1, AND YOU MUST INCLUDE A COPY OF THIS LICENSE WITH EVERY COPY OF THE SOURCE CODE YOU DISTRIBUTE OR OTHERWISE MAKE AVAILABLE. YOU MAY NOT OFFER OR IMPOSE ANY TERMS ON ANY SOURCE CODE VERSION THAT ALTERS OR RESTRICTS THE APPLICABLE VERSION OF THIS LICENSE OR THE RECIPIENTS' RIGHTS HEREUNDER. HOWEVER, YOU MAY INCLUDE AN ADDITIONAL DOCUMENT OFFERING THE ADDITIONAL RIGHTS DESCRIBED IN SECTION 3.5.

3.2. Availability of Source Code.

ANY MODIFICATION WHICH YOU CREATE OR TO WHICH YOU CONTRIBUTE MUST BE MADE AVAILABLE IN SOURCE CODE FORM UNDER THE TERMS OF THIS LICENSE EITHER ON THE SAME MEDIA AS AN EXECUTABLE VERSION OR VIA AN ACCEPTED ELECTRONIC DISTRIBUTION MECHANISM TO ANYONE TO WHOM YOU MADE AN

EXECUTABLE VERSION AVAILABLE; AND IF MADE AVAILABLE VIA ELECTRONIC DISTRIBUTION MECHANISM, MUST REMAIN AVAILABLE FOR AT LEAST TWELVE (12) MONTHS AFTER THE DATE IT INITIALLY BECAME AVAILABLE, OR AT LEAST SIX (6)
MONTHS AFTER A SUBSEQUENT VERSION OF THAT PARTICULAR MODIFICATION HAS BEEN MADE AVAILABLE TO SUCH RECIPIENTS. YOU ARE RESPONSIBLE FOR ENSURING THAT THE SOURCE CODE VERSION REMAINS AVAILABLE EVEN IF THE ELECTRONIC DISTRIBUTION MECHANISM IS MAINTAINED BY A THIRD PARTY.

3.3. Description of Modifications.

YOU MUST CAUSE ALL COVERED CODE TO WHICH YOU CONTRIBUTE TO CONTAIN A FILE DOCUMENTING THE CHANGES YOU MADE TO CREATE THAT COVERED CODE AND THE DATE OF ANY CHANGE. YOU MUST INCLUDE A PROMINENT STATEMENT THAT THE MODIFICATION IS DERIVED, DIRECTLY OR INDIRECTLY, FROM ORIGINAL CODE PROVIDED BY THE INITIAL DEVELOPER AND INCLUDING THE NAME OF THE INITIAL DEVELOPER IN (A) THE SOURCE CODE, AND (B) IN ANY NOTICE IN AN EXECUTABLE VERSION OR RELATED DOCUMENTATION IN WHICH YOU DESCRIBE THE ORIGIN OR OWNERSHIP OF THE COVERED CODE.

3.4. Intellectual Property Matters

(a) Third Party Claims

IF CONTRIBUTOR HAS KNOWLEDGE THAT A LICENSE UNDER A THIRD PARTY'S INTELLECTUAL PROPERTY RIGHTS IS REQUIRED TO
EXERCISE THE RIGHTS GRANTED
BY SUCH CONTRIBUTOR UNDER SECTIONS 2.1 OR 2.2, CONTRIBUTOR MUST INCLUDE A TEXT FILE WITH THE SOURCE CODE DISTRIBUTION TITLED "LEGAL" WHICH DESCRIBES THE CLAIM AND THE PARTY MAKING THE CLAIM IN SUFFICIENT DETAIL THAT A RECIPIENT WILL KNOW WHOM TO CONTACT. IF CONTRIBUTOR OBTAINS SUCH KNOWLEDGE AFTER THE MODIFICATION IS MADE AVAILABLE AS DESCRIBED IN SECTION 3.2, CONTRIBUTOR SHALL PROMPTLY MODIFY THE LEGAL FILE IN ALL COPIES CONTRIBUTOR MAKES AVAILABLE THEREAFTER AND SHALL TAKE OTHER STEPS (SUCH AS NOTIFYING APPROPRIATE MAILING LISTS OR NEWSGROUPS) REASONABLY CALCULATED TO INFORM THOSE WHO RECEIVED THE COVERED CODE THAT NEW KNOWLEDGE HAS BEEN OBTAINED.

(b) Contributor APIs

IF CONTRIBUTOR'S MODIFICATIONS INCLUDE AN APPLICATION PROGRAMMING INTERFACE AND CONTRIBUTOR HAS KNOWLEDGE OF PATENT LICENSES WHICH ARE REASONABLY NECESSARY TO IMPLEMENT THAT API, CONTRIBUTOR MUST ALSO INCLUDE THIS INFORMATION IN THE LEGAL FILE.

(c) Representations.

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3.5. Required Notices.

YOU MUST DUPLICATE THE NOTICE IN EXHIBIT A IN EACH FILE OF THE SOURCE CODE. IF IT IS NOT POSSIBLE TO PUT SUCH NOTICE IN A PARTICULAR SOURCE CODE FILE DUE TO ITS STRUCTURE, THEN YOU MUST INCLUDE SUCH NOTICE IN A LOCATION (SUCH AS A RELEVANT DIRECTORY) WHERE A USER WOULD BE LIKELY TO LOOK FOR SUCH A NOTICE. IF YOU CREATED ONE OR MORE MODIFICATION(S) YOU MAY ADD YOUR NAME AS A CONTRIBUTOR TO THE NOTICE DESCRIBED IN EXHIBIT A. YOU MUST ALSO DUPLICATE THIS LICENSE IN ANY DOCUMENTATION FOR THE SOURCE CODE WHERE YOU DESCRIBE RECIPIENTS' RIGHTS OR OWNERSHIP RIGHTS RELATING TO COVERED CODE. YOU MAY CHOOSE TO OFFER, AND TO CHARGE A FEE FOR, WARRANTY, SUPPORT, INDEMNITY OR LIABILITY OBLIGATIONS TO ONE OR MORE RECIPIENTS OF COVERED CODE. HOWEVER, YOU MAY DO SO ONLY ON YOUR OWN BEHALF, AND NOT ON BEHALF OF THE INITIAL DEVELOPER OR ANY CONTRIBUTOR. YOU MUST MAKE IT ABSOLUTELY CLEAR THAN ANY SUCH WARRANTY, SUPPORT, INDEMNITY OR LIABILITY OBLIGATION IS OFFERED BY YOU ALONE, AND YOU HEREBY AGREE TO INDEMNIFY THE INITIAL DEVELOPER AND EVERY CONTRIBUTOR FOR ANY LIABILITY INCURRED BY THE INITIAL DEVELOPER OR SUCH CONTRIBUTOR AS A RESULT OF WARRANTY, SUPPORT, INDEMNITY OR LIABILITY TERMS YOU OFFER.

3.6. Distribution of Executable Versions.

YOU MAY DISTRIBUTE OR OTHERWISE MAKE AVAILABLE COVERED CODE IN EXECUTABLE FORM ONLY IF THE REQUIREMENTS OF SECTIONS 3.1, 3.2, 3.3, 3.4 AND 3.5 HAVE BEEN MET FOR THAT COVERED CODE, AND IF YOU INCLUDE A NOTICE STATING THAT THE SOURCE CODE VERSION OF THE COVERED CODE IS AVAILABLE UNDER THE TERMS OF THIS LICENSE, INCLUDING A DESCRIPTION OF HOW AND WHERE YOU HAVE FULFILLED THE OBLIGATIONS OF SECTION 3.2. THE NOTICE MUST BE CONSPICUOUSLY INCLUDED IN ANY NOTICE IN AN EXECUTABLE VERSION, RELATED DOCUMENTATION OR COLLATERAL IN WHICH YOU DESCRIBE RECIPIENTS' RIGHTS RELATING TO THE COVERED CODE. YOU MAY DISTRIBUTE OR OTHERWISE MAKE AVAILABLE THE EXECUTABLE VERSION OF COVERED CODE OR OWNERSHIP RIGHTS UNDER A LICENSE OF YOUR CHOICE, WHICH MAY CONTAIN TERMS DIFFERENT FROM THIS LICENSE, PROVIDED THAT YOU ARE IN COMPLIANCE WITH THE TERMS OF THIS LICENSE AND THAT THE LICENSE FOR THE EXECUTABLE VERSION DOES NOT ATTEMPT TO LIMIT OR ALTER THE RECIPIENT'S RIGHTS IN THE SOURCE CODE VERSION FROM THE RIGHTS SET FORTH IN THIS LICENSE. IF YOU DISTRIBUTE OR OTHERWISE MAKE AVAILABLE THE EXECUTABLE VERSION UNDER A DIFFERENT LICENSE YOU MUST MAKE IT ABSOLUTELY CLEAR THAT ANY TERMS WHICH DIFFER FROM THIS LICENSE ARE OFFERED BY YOU ALONE, NOT BY THE

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YOU MAY
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5. Application of this License

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6. Versions of the License

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SHALL SURVIVE.

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    required: true
    pattern: Trial|Commercial

  "License number":
    type: String
    required: true

  "Licensee":
    type: String
    required: true

  "Max clients":
    type: Integer
    required: true
    range:
```

```
    min: 1

 "Product":
   type: String
   required: true
   pattern: Enterprise Suite|Ehcache|Quartz|Sessions|Custom

 "Edition":
   type: String
   required: true
   pattern: FX|EX

 "Expiration date":
   type: Date
   required: false

Opensource capabilities:
 - roots
 - sessions
 - ehcache
 - quartz

Enterprise capabilities:
 - roots
 - sessions
 - Terracotta operator console
 - server striping
 - ehcache
 - quartz
 - authentication
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   EX:
     - roots
     - Terracotta operator console
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     - quartz
     - sessions
   FX:
     - roots
     - Terracotta operator
 console
     - authentication
     - ehcache
     - quartz
```

- sessions
- server striping
- DCV2

Ehcache:
EX:
- Terracotta operator console
- authentication
- ehcache

FX:
- Terracotta operator console
- authentication
- ehcache
- server striping
- DCV2

Quartz:
EX:
- Terracotta operator console
- authentication
- quartz

FX:
- Terracotta operator console
- authentication
- quartz
- server striping
- DCV2

Sessions:
EX:
- Terracotta operator console
- authentication
- sessions

FX:
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|RQ+6Og8V+a(Jl{RHknQ0HsqhwV!x
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DjjB+RZS+LRl03Pa0jqd5ZA=
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2hgAnRoq7k8cHqO4o1oRwybUho6x/TAW
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33fLBVCnyMmWMfvBorrHHik=
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=Ke2v
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Point of Contact:
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Name	Date added
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_____	_____

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Version: GnuPG v1.4.1 (Darwin)

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* /rome-1-0-sources-4-jar/com/sun/syndication/io/impl/Atom10Generator.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/synd/SyndFeed.java
* /rome-1-0-sources-4-jar/com/sun/syndication/io/WireFeedOutput.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/rss/Description.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/synd/impl/ConverterForRSS092.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/synd/SyndPerson.java
* /rome-1-0-sources-4-jar/com/sun/syndication/feed/rss/Enclosure.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/impl/ObjectBean.java
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* /rome-1-0-sources-4-jar/com/sun/syndication/feed/module/impl/ModuleUtils.java
* /rome-1-0-sources-4-jar/com/sun/syndication/io/SyndFeedOutput.java
* /rome-1-0-sources-4-jar/com/sun/syndication/feed/impl/EqualsBean.java

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1.1138 tomcat-jasper-el 6.0.29

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* /javassist-3-20-0-ga-sources-5-jar/javassist/bytecode/analysis/ControlFlow.java
* /javassist-3-20-0-ga-sources-5-jar/javassist/tools/web/Webserver.java

* /javassist-3-20-0-ga-sources-5-jar/javassist/tools/rmi/Proxy.java
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* /javassist-3-20-0-ga-sources-5-jar/javassist/CodeConverter.java
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* /javassist-3-20-0-ga-sources-5-jar/javassist/CannotCompileException.java
* /javassist-3-20-0-ga-sources-5-jar/javassist/convert/TransformWriteField.java
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* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/Parser.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstNull.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstBracket.java
*
/juel-2-1-3-sources-1-jar/javax/el/MethodNotFoundException.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstComposite.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstBoolean.java
* /juel-2-1-3-sources-1-jar/javax/el/MethodInfo.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/misc/BooleanOperations.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstEval.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstInvocation.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/util/SimpleContext.java
* /juel-2-1-3-sources-1-jar/javax/el/ExpressionFactory.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/TreeStore.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/TreeValueExpression.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/TreeMethodExpression.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/Tree.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/IdentifierNode.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstString.java
*
/juel-2-1-3-sources-1-jar/javax/el/ValueExpression.java
* /juel-2-1-3-sources-1-jar/javax/el/VariableMapper.java
* /juel-2-1-3-sources-1-jar/javax/el/MethodExpression.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstProperty.java
* /juel-2-1-3-sources-1-jar/javax/el/CompositeELResolver.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstChoice.java
* /juel-2-1-3-sources-1-jar/javax/el/PropertyNotFoundException.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstNested.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/TreeBuilderException.java
* /juel-2-1-3-sources-1-jar/javax/el/ResourceBundleELResolver.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/misc/NumberOperations.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstText.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstDot.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/TreeBuilder.java
* /juel-2-1-3-sources-1-jar/javax/el/Expression.java
*

/juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstNode.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/ast/AstNumber.java
* /juel-2-1-3-sources-1-jar/de/odysseus/el/tree/impl/Scanner.java

1.1141 joda-time 1.6

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1.1142 commons-digester 1.7

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/* $Id: VariableAttributes.java 179714 2005-06-03 03:53:39Z skitching $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/substitution/VariableAttributes.java
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/* $Id: LoaderFromStream.java 155412 2005-02-26 12:58:36Z dirkv $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/strategies/LoaderFromStream.java
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/* $Id: PluginConfigurationException.java 155412 2005-02-26 12:58:36Z dirkv $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/PluginManager.java
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/* $Id: RegexMatcher.java 155412 2005-02-26 12:58:36Z dirkv $
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/* $Id: PluginAssertionFailure.java 155412 2005-02-26 12:58:36Z dirkv $
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* /commons-digester-1-7-sources-1-jar/org/apache/commons/digester/plugins/PluginAssertionFailure.java
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/* $Id: ObjectParamRule.java 178355 2005-05-25 03:58:11Z skitching $
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Martin Richards
23 February 2007
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  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
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```

```
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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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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https://github.com/santoshsahoo/nbench (mirror of the same code)

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* /jersey-guava-2-25-1-sources-4-
jar/jersey/repackaged/com/google/common/collect/RegularImmutableSortedMap.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/FilteredKeySetMultimap.java
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jar/jersey/repackaged/com/google/common/reflect/ImmutableTypeToInstanceMap.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/FilteredKeyMultimap.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/io/BaseEncoding.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/GeneralRange.java
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/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/SortedIterables.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/RegularImmutableSortedMultiset.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedInteger.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/UnsignedLongs.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/ParseRequest.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedMultiset.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/UncheckedTimeoutException.java
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/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/annotations/VisibleForTesting.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/FakeTimeLimiter.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/base/CaseFormat.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/TimeLimiter.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/reflect/TypeToken.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/escape/CharEscaperBuilder.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/io/PatternFilenameFilter.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/net/MediaType.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/base/Present.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/Cut.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/MapMaker.java
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/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/HashBasedTable.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableMapEntry.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash
  * method in OpenJDK 7's java.util.HashMap
 class.
  */

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* /jersey-guava-2-25-1-sources-4-
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/annotations/Beta.java
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* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/base/Verify.java
* /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/FilteredMultimapValues.java
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 /jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/base/VerifyException.java
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1.1148 hk2-utils 2.6.1

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

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1.1151 resourcelocator 1.0.3

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1.1152 jakarta-inject 2.6.1

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Twelvemonkeys
(https://github.com/haraldk/TwelveMonkeys/)

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  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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1.1170 activemq-broker 5.16.1

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1. Seti UI - A subtle dark colored UI theme for Atom. (https://github.com/jesseweed/seti-ui)

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* /annotations-13-0-sources-3-jar/org/jetbrains/annotations/Nullable.java
* /annotations-13-0-sources-3-jar/org/jetbrains/annotations/Nls.java
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* /annotations-13-0-sources-3-jar/org/intellij/lang/annotations/Language.java
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* /annotations-13-0-sources-3-jar/org/intellij/lang/annotations/MagicConstant.java
* /annotations-13-0-sources-3-jar/org/intellij/lang/annotations/JdkConstants.java
* /annotations-13-0-sources-3-jar/org/jetbrains/annotations/NotNull.java

1.1191 istanbuljs-schema 0.1.3

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1.1194 commons-lang3 3.2

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1.1195 guice-multibindings 2.0

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1.1198 lodash 4.17.21

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1.1200 file-entry-cache 6.0.1

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1.1202 gozala-events 3.3.0

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1.1216 exec-sh v0.3.6

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1.1224 servlet-api 3.0.1

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1.1232 apache-httpcomponents-core 4.4.14

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1.1233 jta 1.2

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*
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1.1235 httpcomponents-client-cache 4.5.10

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1.1240 @types/prettier 1.19.1

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1.1243 is-docker 2.2.1

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1.1244 ssri 6.0.2

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1.1246 jboss-logging 3.4.2.Final

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1.1254 apache-groovy 3.0.7

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1.1255 asm-based-accessors-helper-used-by-json-smart 2.4.2

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```

Found in path(s):
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* /json-smart-2-4-2-sources-jar/net/minidev/json/writer/BeansMapper.java
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* /json-smart-2-4-2-sources-jar/net/minidev/json/JSONArray.java
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*
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1.1264 vinyl-virtual-file-format 2.2.1

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1.1266 human-signals 2.1.0

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1.1267 opentelemetry-proto 0.11.0

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1.1268 kubernetes-model-common 4.13.3

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* /kubernetes-model-common-4-13-3-sources-jar/io/fabric8/kubernetes/model/annotation/ApiGroup.java
* /kubernetes-model-common-4-13-3-sources-jar/io/fabric8/kubernetes/model/annotation/ApiVersion.java
* /kubernetes-model-common-4-13-3-sources-jar/io/fabric8/kubernetes/model/annotation/PackageSuffix.java
*
/kubernetes-model-common-4-13-3-sources-jar/io/fabric8/kubernetes/model/util/Helper.java
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* /kubernetes-model-common-4-13-3-sources-jar/META-INF/maven/io.fabric8/kubernetes-model-common/pom.xml

1.1269 kubernetes-model-node 4.13.3

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1.1270 kubernetes-client 4.13.3

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```

io.fabric8.kubernetes.client.URLFromEnvVarsImpl
io.fabric8.kubernetes.client.URLFromIngressImpl
io.fabric8.kubernetes.client.URLFromNodePortImpl
io.fabric8.kubernetes.client.URLFromClusterIPImpl

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Found in path(s):
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/lib/FilenameUtils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/lib/FileSystem.java
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* /kubernetes-client-4-13-3-sources-jar/resource-operation.vm
* /kubernetes-client-4-13-3-sources-jar/resource-handler-services.vm
* /kubernetes-client-4-13-3-sources-jar/resource-handler.vm

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Found in path(s):
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/FunctionCallable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AdmissionRegistrationAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Editable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Requirable.java
*
 /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/base/OperationSupport.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/WatchHTTPManager.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/OpenIDConnectionUtils.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/V1AuthorizationAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ExtensionsAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/internal/RawCustomResourceOperationsImpl.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1ApiextensionAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Cascading.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1ApiextensionsAPIGroupClient.java
*
 /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/AppsAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ExecWatch.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/EditReplacePatchDeletable.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/internal/extensions/v1beta1/ReplicaSetRollingUpdater.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Version.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ImageEditReplacePatchable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/CreateOrReplaceable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/OIDCTokenRefreshInterceptor.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/StorageAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ServiceResource.java
*

/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/WatchAndWaitable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/NamespacedKubernetesClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/PodResource.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/APIGroupNotAvailableException.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/V1beta1AdmissionRegistrationAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Listable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Rollable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/InputStreamPumper.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/SharedIndexInformer.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ConfigAware.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/ListerWatcher.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Triggerable.java
* /kubernetes-client-4-13-3-sources-
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Operation.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/extended/run/RunOperations.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/CustomResourceList.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1beta1NetworkAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/DefaultKubernetesClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/CascadingEditReplacePatchDeletable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AdmissionRegistrationAPIGroupClient.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ApiextensionsAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V2beta1AutoscalingAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Waitable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/ApiVersionUtil.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/cache/Controller.java
* /kubernetes-client-4-13-3-sources-
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/Utils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/HasMetadataVisitiableBuilder.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ResourceHandler.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/PodMetricOperationsImpl.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1beta1AuthorizationAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ParameterMixedOperation.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/batch/v1/JobOperationsImpl.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/base/WaitForConditionWatcher.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/StorageAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/V1APIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Tailable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AuthorizationAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/TimeTailPrettyLoggable.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderElector.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/RbacAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Versionable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderCallbacks.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/RecreateFromServerGettable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/SettingsAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/CreateOrReplaceHelper.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/OptionalDependencyWrapper.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/KubernetesListOperation.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ApiextensionsAPIGroupExtensionAdapter.java
*
/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/VersionInfo.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/EventType.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/internal/KubeConfigUtils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/WatcherToggle.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/URLFromClusterIPImpl.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/core/v1/BindingOperationsImpl.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/BytesLimitable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/URLFromServiceUtil.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/TailPrettyLoggable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/TtyExecErrorable.java
*
/kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/internal/CustomResourceOperationContext.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/URLFromIngressImpl.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/extended/run/RunConfig.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/AuthorizationAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/IpAddressMatcher.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/NonNamespaceOperation.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/WatchConnectionManager.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Lockable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AutoscalingAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/RecreateApplicable.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/informers/impl/DefaultSharedIndexInformer.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/RecreateCreateable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/AuthorizationAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/SchedulingAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/BytesLimitTerminateTimeTailPrettyLoggable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Nameable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/BlockingInputStreamPumper.java
*

/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ExecListenable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ExtensionsAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/ReplaceValueStream.java
* /kubernetes-client-4-13-3-sources-
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/PrettyLoggable.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/DeploymentRollingUpdater.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/CustomResourceDoneable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/RequestConfig.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderElectorBuilder.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/handlers/KubernetesListHandler.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/NonBlockingInputStreamPumper.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/cache/ReflectorWatcher.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/SharedInformerEventListener.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1APIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ExecListener.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/SchedulingAPIGroupClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Client.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Config.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/NodeMetricOperationsImpl.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Adapters.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/NetworkAPIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/CustomResource.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AutoscalingAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/BackwardsCompatibilityInterceptor.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/cache/Lister.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/BaseClient.java
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/kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/informers/cache/Reflector.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/ClientAware.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Watcher.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/StatusUpdatable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Readiable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/CopyOrReadable.java
* /kubernetes-client-4-13-3-sources-
jar/io/fabric8/kubernetes/client/dsl/NamespaceListVisitFromServerGetDeleteRecreateWaitApplicable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/osgi/ManagedKubernetesClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/FilterWatchListDeletable.java

* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/NamespaceVisitFromServerGetWatchDeleteRecreateWaitApplicableListImpl.java
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 /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Ttyable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Timeable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/ReflectUtils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Outputable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Readable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/TimestampBytesLimitTerminateTimeTailPrettyLoggable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/MixedOperation.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/KubernetesClient.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/NamespaceVisitFromServerGetWatchDeleteRecreateWaitApplicableImpl.java
*
 /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/ContainerResource.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/KubernetesClientTimeoutException.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/RbacAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/ExecWebSocketListener.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Listenable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/internal/VersionUsageUtils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/CreateListFromLoadable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Loadable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/Handlers.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/APIGroupExtensionAdapter.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/uploadable/PodUploadWebSocketListener.java
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 /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Filterable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/PolicyAPIGroupDSL.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/LocalPortForward.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/WithRequestCallable.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1AutoscalingAPIGroupClient.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/internal/RawWatchConnectionManager.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/utils/URLUtils.java
* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/V1NetworkAPIGroupExtensionAdapter.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/base/HasMetadataOperation.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/KubernetesClientException.java
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* /kubernetes-client-4-13-3-sources-jar/io/fabric8/kubernetes/client/dsl/Prettyable.java
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io.fabric8.kubernetes.client.AppsAPIGroupExtensionAdapter

io.fabric8.kubernetes.client.AdmissionRegistrationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1AdmissionRegistrationAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V1beta1AdmissionRegistrationAPIGroupExtensionAdapter
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io.fabric8.kubernetes.client.V1AutoscalingAPIGroupExtensionAdapter
io.fabric8.kubernetes.client.V2beta1AutoscalingAPIGroupExtensionAdapter
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1.1271 kubernetes-model 4.13.3

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*/

Found in path(s):
* /kubernetes-model-admissionregistration-4-13-3-sources-
jar/io/fabric8/kubernetes/api/model/admission/AdmissionRequest.java
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Found in path(s):
* /kubernetes-model-admissionregistration-4-13-3-sources-jar/META-INF/maven/io.fabric8/kubernetes-model-
admissionregistration/pom.xml

1.1272 hibernate-validator 6.2.0.Final

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* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-1.1.xsd
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-1.0.xsd
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/maven/org.hibernate.validator/hibernate-validator/pom.xml
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-2.0.xsd
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.0.xsd
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/overview.html
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-mapping-1.1.xsd
* /hibernate-validator-6-2-0-final-sources-jar/META-INF/validation-configuration-2.0.xsd
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Found in path(s):
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/ConcurrentReferenceHashMap.java
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*/
/**

```
 * 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):
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
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```
/*
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```

Found in path(s):
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/MapKeyExtractor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/time/DurationMaxValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedFieldStaxBuilder.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForBigInteger.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/scripting/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/validationcontext/ValidationContext.java
*
 /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/ReturnValueTarget.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/DefaultClockProvider.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfShort.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/SetPropertyValueExtractor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/parameternameprovider/ParanamerParameterNameProvider.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/Token.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArray.java
*

/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/money/PositiveValidatorForMonetaryAmount.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/el/BeanPropertiesElContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/ConstrainedGetterStaxBuilder.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForMinguoDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/LengthDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/Mod10Check.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveValidatorForLong.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMaxValidatorForInteger.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/AbstractPastOrPresentEpochBasedValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArraysOfShort.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForMonthDay.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/ISBNValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfInt.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/AbstractPastEpochBasedValidator.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForJapaneseDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/descriptor/ConstraintDescriptorImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForLocalDateTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForLocalTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForBigDecimal.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintValidatorManagerImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/CreditCardNumberDef.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/URLDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/DurationMinDef.java
* /hibernate-validator-6-2-0-final-sources-

jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMinValidatorForShort.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/core/AnnotationProcessingOptionsImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/path/PathImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/logging/formatter/TypeFormatter.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/CodePointLengthDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/GroupConversionTargetContextImpl.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForReadablePartial.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/DecimalMinDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/groups/Group.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/ExecutableConstraintMappingContextImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredMethodHandle.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/core/MetaConstraints.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/el/NoOpElResolver.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForDouble.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/Length.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/logging/Log.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArraysOfChar.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/validationcontext/PropertyValidationContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/path/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForHijrahDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/NullValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/AbstractOneLineStringStaxBuilder.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/raw/AbstractConstrainedElement.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/ParameterConstraintMappingContextImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/facets/package-info.java

* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/br/CPFValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/nodenameprovider/Property.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/classhierarchy/Filters.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/DefaultGetterPropertySelectionStrategy.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/DefaultBeanMetaDataClassNormalizer.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/messageinterpolation/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForLocalDateTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/messageinterpolation/LocaleResolver.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/ParserState.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/privilegedactions/GetDeclaredConstructors.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForFloat.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForInstant.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/mapping/DefaultPackageStaxBuilder.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfFloat.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/AbstractDecimalMinValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/ParameterScriptAssertDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/ExecutableParameterNameProvider.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForReadablePartial.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/Range.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/privilegedactions/ConstructorInstance.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/URLValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NumberSignHelper.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/EAN.java

* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/AbstractPastInstantBasedValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/ISBN.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/aggregated/rule/VoidMethodsMustNotBeReturnValueConstrained.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/ParameterTermResolver.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMinValidatorForFloat.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/AbstractMaxValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForOffsetDateTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/valueextraction/LongArrayValueExtractor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/ConstraintMappingTarget.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/CrossParameterConstraintMappingContextImpl.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForReadableInstant.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForOffsetTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/group/GroupSequenceProvider.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/messageinterpolation/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/location/FieldConstraintLocation.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForCollection.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/classhierarchy/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/constraintvalidation/LambdaBasedValidatorDescriptor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/javabean/JavaBeanHelper.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/Callable.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/money/NegativeValidatorForMonetaryAmount.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/nodenameprovider/JavaBeanProperty.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/privilegedactions/GetResolvedMemberMethods.java

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/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/AbstractFutureInstantBasedValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/ValidatorFactoryConfigurationHelper.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/aggregated/ReturnValueMetaData.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/NegativeOrZeroDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/properties/package-info.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/validationcontext/ReturnValueExecutableValidationContext.java
* /hibernate-validator-6-2-0-final-sources-
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* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/AbstractDecimalMaxValidator.ja
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jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForHijrahDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/path/NodeImpl.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/ArrayElement.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/properties/javabean/JavaBeanMethod.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/core/ConstraintHelper.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/PatternDef.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveOrZeroValidatorForInteger.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/MessageState.java
*
/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/LuhnCheckValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/PositiveOrZeroValidatorForCharSequence.j
ava
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/DurationMaxDef.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/messageinterpolation/parser/ELState.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/spi/messageinterpolation/LocaleResolverContext.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForInteger.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/aggregated/AbstractConstraintMetaData.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/util/privilegedactions/GetAnnotationAttributes.java
*

/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/Constrainable.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/logging/Messages.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/HibernateValidatorContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/parameternameprovider/ReflectionParameterNameProvider.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/aggregated/rule/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForYear.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForLocalDate.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/Mod10CheckValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/CompositionType.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/PredefinedScopeConfigurationImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/AbstractConfigurationImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/resolver/JPATraversableResolver.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/FutureOrPresentValidatorForThaiBuddhistDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/notempty/NotEmptyValidatorForArraysOfBoolean.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/hv/EmailValidator.java
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/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/size/SizeValidatorForArraysOfChar.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForShort.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/ConstraintDefinitionContextImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/Email.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForOffsetTime.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/NotBlankDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/constraintvalidation/ConstraintViolationCreationContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/aggregated/package-info.java
*
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* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/properties/javabean/JavaBeanAnnotatedElement.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/context/AbstractPropertyConstraintMappingContextImpl.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/descriptor/ElementDescriptorImpl.java
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* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/group/package-info.java
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* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/constraintvalidation/ClassBasedValidatorDescriptor.java
* /hibernate-validator-6-2-0-final-sources-

jar/org/hibernate/validator/PredefinedScopeHibernateValidatorConfiguration.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/PatternValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForCharSequence.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/RangeDef.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/IterableValueExtractor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/scripting/package-info.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/ModCheckValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/BeanMetaDataManager.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/xml/mapping/GroupConversionStaxBuilder.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/ValidatorFactoryScopedContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/spi/scripting/ScriptEvaluator.java
*
/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForByte.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/ru/INN.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/EANValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/FloatArrayValueExtractor.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/resolver/TraverseAllTraversableResolver.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/provider/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/cfg/package-info.java
*
/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/cfg/context/ConstructorConstraintMappingContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/PredefinedScopeHibernateValidator.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/metadata/location/package-info.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/NotBlankValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/past/PastValidatorForHijrahDate.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/pl/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/engine/ConstraintCreationContext.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMaxValidatorForShort.ja
va
*
/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MaxValidatorForBigInteger.java

* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/context/AnnotationProcessingOptions.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/location/ParameterConstraintLocation.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/xml/AbstractStaxBuilder.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/xml/config/ResourceLoaderHelper.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/MessageInterpolatorContext.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/CodePointLength.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/hv/AbstractScriptAssertValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/messageinterpolation/el/RootResolver.java
*
/hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForFloat.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraintvalidators/RegexpURLValidator.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/future/FutureValidatorForOffsetDateTime.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/constraintvalidation/SimpleConstraintTree.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/engine/valueextraction/ByteArrayValueExtractor.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/TypeVariableBindings.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForInteger.java
*
/hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/cfg/defs/ScriptAssertDef.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/URL.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/metadata/aggregated/BeanMetaDataImpl.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForDouble.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/number/package-info.java
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/metadata/BeanMetaDataClassNormalizer.java
* /hibernate-validator-6-2-0-final-sources-
jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForLocalTime.
java
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*/
```

Found in path(s):
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/internal/util/TypeHelper.java
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```
/*
* Hibernate Validator, declare and validate application constraints
*
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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}. 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):
* /hibernate-validator-6-2-0-final-sources-jar/org/hibernate/validator/constraints/ParameterScriptAssert.java

1.1273 hosted-git-info v2.8.9

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1.1274 underscore-js 1.13.1

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1.1275 types-yargs-parser 20.2.1

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1.1276 enzyme-to-json 3.6.2

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1.1277 faye-websocket-node 0.11.4

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1.1278 @types/tapable 1.0.8

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1.1279 types-babel-template 7.4.1

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1.1280 types-cheerio 0.22.30

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1.1281 readdirp 3.6.0

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1.1282 @types/normalize-package-data 2.4.1

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1.1283 detect-node 2.1.0

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1.1284 dns-packet 1.3.4

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1.1285 types-minimatch 3.0.5

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1.1289 chokidar 3.5.2

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1.1306 @types/html-minifier-terser 5.1.2

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1.1307 eslint 7.32.0

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1.1308 regexpp 3.2.0

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1.1309 @eslint/eslintrc 0.4.3

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1.1310 moment/moment 2.29.1

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1.1311 antlr 4.7.2

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```
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*/

javaTypeInitMap ::= [
 "int":"0",
```

```
 "long":"0",
 "float":"0.0f",
 "double":"0.0",
 "boolean":"false",
 "byte":"0",
 "short":"0",
 "char":"0",
 default:"null" // anything other than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<namedActions.header>
import org.antlr.v4.runtime.atn.*;
import org.antlr.v4.runtime.dfa.DFA;
import org.antlr.v4.runtime.*;
import org.antlr.v4.runtime.misc.*;
import org.antlr.v4.runtime.tree.*;
import java.util.List;
import java.util.Iterator;
import java.util.ArrayList;

<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.ParseTreeListener;

/**
* This interface defines a complete listener for a parse tree produced by
* {@link <file.parserName>}.
*/
public interface <file.grammarName>Listener extends ParseTreeListener {
 <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
* Enter a parse tree produced by the {@code <lname>\}
```

```
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
 * Enter a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
*/
void enter<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);
/**
<if(file.listenerLabelRuleNames.(lname))>
* Exit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
* Exit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
*/
void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);}; separator="\n">
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>

import org.antlr.v4.runtime.ParserRuleContext;
import org.antlr.v4.runtime.tree.ErrorNode;
import org.antlr.v4.runtime.tree.TerminalNode;

/**
* This class provides an empty implementation of {@link <file.grammarName>Listener},
 * which can be extended to create a listener which only needs to handle a subset
* of the available methods.
*/
public class <file.grammarName>BaseListener implements <file.grammarName>Listener {
 <file.listenerNames:{lname |
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
@Override public void enter<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \}
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
```

```
*/
@Override public void exit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { \}};
separator="\n">

 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void enterEveryRule(ParserRuleContext ctx) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void exitEveryRule(ParserRuleContext ctx) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default
 implementation does nothing.\</p>
  */
 @Override public void visitTerminal(TerminalNode node) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 @Override public void visitErrorNode(ErrorNode node) { }
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.ParseTreeVisitor;

/**
* This interface defines a complete generic visitor for a parse tree produced
* by {@link <file.parserName>}.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
public interface <file.grammarName>Visitor\<T> extends ParseTreeVisitor\<T> {
```

```
 <file.visitorNames:{lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.visitorLabelRuleNames.(lname)>\}.
<else>
 * Visit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
* @param ctx the parse tree
* @return the visitor result
*/
T visit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx);}; separator="\n">
}
>>

BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
package <file.genPackage>;
<endif>
<header>
import org.antlr.v4.runtime.tree.AbstractParseTreeVisitor;

/**
* This class provides an empty implementation of {@link <file.grammarName>Visitor},
* which can be extended to create a visitor which only needs to handle a subset
* of the available methods.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
public class <file.grammarName>BaseVisitor\<T> extends AbstractParseTreeVisitor\<T> implements
<file.grammarName>Visitor\<T> {
 <file.visitorNames:{lname |
/**
* {@inheritDoc\}
*
* \<p>The default
 implementation returns the result of calling
* {@link #visitChildren\} on {@code ctx\}.\</p>
*/
@Override public T visit<lname; format="cap">(<file.parserName>.<lname; format="cap">Context ctx) { return
visitChildren(ctx); \}}; separator="\n">
}
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
```

```
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})
public class <parser.name> extends <superClass; null="Parser"> {
 static { RuntimeMetaData.checkVersion("<file.ANTLRVersion>", RuntimeMetaData.VERSION); }

 protected static final DFA[] _decisionToDFA;
 protected static final PredictionContextCache _sharedContextCache =
  new PredictionContextCache();
 <if(parser.tokens)>
 public static final int
  <parser.tokens:{k | <k>=<parser.tokens.(k)>};
 separator=", ", wrap, anchor>;
 <endif>
 public static final int
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
 private static String[] makeRuleNames() {
  return new String[] {
   <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
  };
 }
 public static final String[] ruleNames = makeRuleNames();

 <vocabulary(parser.literalNames, parser.symbolicNames)>

 @Override
 public String getGrammarFileName() { return "<parser.grammarFileName; format="java-escape">"; }

 @Override
 public String[] getRuleNames() { return ruleNames; }

 @Override
 public String getSerializedATN() { return _serializedATN; }

 @Override
 public ATN getATN() { return _ATN; }

 <namedActions.members>
 <parser:(ctor)()>
 <funcs; separator="\n">

<if(sempredFuncs)>
 public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
```

```
  switch (ruleIndex) {
  <parser.sempredFuncs.values:{f|
case <f.ruleIndex>:
 return <f.name>_sempred((<f.ctxType>)_localctx,
 predIndex);}; separator="\n">
  }
  return true;
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
private static String[] makeLiteralNames() {
 return new String[] {
  <literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
 };
}
private static final String[] _LITERAL_NAMES = makeLiteralNames();
private static String[] makeSymbolicNames() {
 return new String[] {
  <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
 };
}
private static final String[] _SYMBOLIC_NAMES = makeSymbolicNames();
public static final Vocabulary VOCABULARY = new VocabularyImpl(_LITERAL_NAMES,
_SYMBOLIC_NAMES);

/**
* @deprecated Use {@link #VOCABULARY} instead.
*/
@Deprecated
public static final String[] tokenNames;
static {
 tokenNames = new String[_SYMBOLIC_NAMES.length];
 for (int i = 0; i \< tokenNames.length; i++) {
  tokenNames[i] = VOCABULARY.getLiteralName(i);
  if (tokenNames[i] == null) {
   tokenNames[i]
 = VOCABULARY.getSymbolicName(i);
  }

  if (tokenNames[i] == null) {
   tokenNames[i] = "\<INVALID>";
  }
```

```
 }
}

@Override
@Deprecated
public String[] getTokenNames() {
 return tokenNames;
}

@Override

public Vocabulary getVocabulary() {
 return VOCABULARY;
}
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
@Override
public void action(RuleContext _localctx, int ruleIndex, int actionIndex) {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 <f.name>_action((<f.ctxType>)_localctx, actionIndex);
 break;}; separator="\n">
 }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
@Override
public boolean sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex>:
 return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
 }
 return true;
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
public
 <p.name>(TokenStream input) {
 super(input);
 _interp = new ParserATNSimulator(this,_ATN,_decisionToDFA,_sharedContextCache);
```

```
}
>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
 break;}; separator="\n">
 }
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private boolean <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
 switch (predIndex) {
 <actions:{index|
case <index>:
 return <actions.(index)>;}; separator="\n">
 }
 return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>
<altLabelCtxs:{l
 | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.name>(<args; separator=",">) throws RecognitionException {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, getState()<currentRule.args:{a | ,
<a.name>}>);
 enterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
```

```
<endif>
 <code>
 <postamble; separator="\n">
 <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
 catch (RecognitionException re) {
  _localctx.exception = re;
  _errHandler.reportError(this, re);
  _errHandler.recover(this, re);
 }
 <endif>
 finally {
  <finallyAction>
  exitRule();
 }
 return _localctx;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l
 | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public final <endif><currentRule.ctxType>
<currentRule.name>(<args; separator=", ">) throws RecognitionException {
 return <currentRule.name>(0<currentRule.args:{a | , <a.name>}>);
}

private <currentRule.ctxType> <currentRule.name>(int _p<args:{a | , <a>}>) throws RecognitionException {
 ParserRuleContext _parentctx = _ctx;
 int _parentState = getState();
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | ,
<a.name>}>);
 <currentRule.ctxType> _prevctx = _localctx;
 int _startState = <currentRule.startState>;
 enterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
```

```
<endif>
 <code>
 <postamble; separator="\n">
 <namedActions.after>
 }
 catch (RecognitionException re) {
 _localctx.exception
 = re;
 _errHandler.reportError(this, re);
 _errHandler.recover(this, re);
 }
 finally {
 <finallyAction>
 unrollRecursionContexts(_parentctx);
 }
 return _localctx;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
}
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
<preamble; separator="\n">
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
 <alt>
 break;}; separator="\n">
default:
 <error>
}
>>
```

```
LL1OptionalBlock(choice,
 alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
switch (_input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
 <alt>
 break;}; separator="\n">
default:
 break;
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 setState(<choice.loopBackStateNumber>);
 _errHandler.sync(this);
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
_errHandler.sync(this);
<preamble; separator="\n">
do
 {
 <alts; separator="\n">
 setState(<choice.stateNumber>); <! loopback/exit decision !>
 _errHandler.sync(this);
 <iteration>
} while ( <loopExpr> );
>>
```

```
// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1);<endif>
<preamble; separator="\n">
switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
<alts:{alt |
case <i>:
 <alt>
 break;}; separator="\n">
}
>>

OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
switch ( getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx) ) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>);
_errHandler.sync(this);
_alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER
 ) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one !>
 }
 setState(<choice.loopBackStateNumber>);
 _errHandler.sync(this);
 _alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
}
>>

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
_errHandler.sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
```

```
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
 }
 setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
 _errHandler.sync(this);
 _alt = getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=org.antlr.v4.runtime.atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits
 | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s, bits)><endif>};
separator=" || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<\< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ttype | (1L \<\< <offsetShift(ttype, bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<ttype>}; separator=" || ">
%>
```

```
cases(ttypes)
 ::= <<
<ttypes:{t | case <t>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
setState(<r.stateNumber>);
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif><r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>
);
>>

MatchToken(m) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>match(<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>);
<if(m.labels)><m.labels:{l | <labelref(l)> = }>_input.LT(1);<endif>
<capture>
if ( <if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>) ) {
 <if(m.labels)><m.labels:{l | <labelref(l)> = (Token)}><endif>_errHandler.recoverInline(this);
}
else {
 if ( _input.LA(1)==Token.EOF ) matchedEOF = true;
 _errHandler.reportMatch(this);
 consume();
}
>>

Wildcard(w)
 ::= <<
setState(<w.stateNumber>);
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
```

```
setState(<p.stateNumber>);
if (!(<chunks>)) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip();"
LexerMoreCommand()  ::= "more();"
LexerPopModeCommand() ::= "popMode();"

LexerTypeCommand(arg, grammar)      ::= "_type = <arg>;"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>;"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>;"
LexerPushModeCommand(arg, grammar)  ::= "pushMode(<arg>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.name>"
LocalRef(a)
 ::= "_localctx.<a.name>"
RetValueRef(a) ::= "_localctx.<a.name>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>;"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getText():null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getType():0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getLine():0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getCharPositionInLine():0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getChannel():0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label>!=null?<ctx(t)>.<t.label>.getTokenIndex():0)"
TokenPropertyRef_int(t)
 ::= "(<ctx(t)>.<t.label>!=null?Integer.valueOf(<ctx(t)>.<t.label>.getText()):0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.start):null)"
```

```
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_text(r)  ::=
"(<ctx(r)>.<r.label>!=null?_input.getText(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop):null)"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.stop"
ThisRulePropertyRef_text(r)  ::= "_input.getText(_localctx.start, _input.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)   ::= "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name>"
SetNonLocalAttr(s, rhsChunks)   ::=
 "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name>
 = <rhsChunks>;"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <t.name>"
TokenTypeDecl(t) ::= "int <t.name>;"
TokenListDecl(t) ::= "List\<Token> <t.name> = new ArrayList\<Token>()"
RuleContextDecl(r) ::= "<r.ctxName> <r.name>"
RuleContextListDecl(rdecl) ::= "List\<<rdecl.ctxName>> <rdecl.name> = new ArrayList\<<rdecl.ctxName>>()"

ContextTokenGetterDecl(t)      ::=
   "public TerminalNode <t.name>() { return getToken(<parser.name>.<t.name>, 0); }"
ContextTokenListGetterDecl(t)  ::=
   "public List\<TerminalNode> <t.name>() { return getTokens(<parser.name>.<t.name>); }"
ContextTokenListIndexedGetterDecl(t)  ::= <<
public TerminalNode <t.name>(int i) {
 return getToken(<parser.name>.<t.name>, i);
}
>>
ContextRuleGetterDecl(r)       ::= <<
public <r.ctxName> <r.name>() {
 return getRuleContext(<r.ctxName>.class,0);
}
>>
ContextRuleListGetterDecl(r)   ::= <<
public List\<<r.ctxName>\> <r.name>()
 {
 return getRuleContexts(<r.ctxName>.class);
}
>>
ContextRuleListIndexedGetterDecl(r)   ::= <<
public <r.ctxName> <r.name>(int i) {
 return getRuleContext(<r.ctxName>.class,i);
```

```
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = _input.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = _input.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers)
 ::= <<
public static class <struct.name> extends
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)> implements
<interfaces; separator=", "><endif> {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <if(ctorAttrs)>public
 <struct.name>(ParserRuleContext parent, int invokingState) { super(parent, invokingState); }<endif>
 public <struct.name>(ParserRuleContext parent, int invokingState<ctorAttrs:{a | , <a>}>) {
  super(parent, invokingState);
  <struct.ctorAttrs:{a | this.<a.name> = <a.name>;}; separator="\n">
 }
 @Override public int getRuleIndex() { return RULE_<struct.derivedFromName>; }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 public <struct.name>() { }
 public void copyFrom(<struct.name> ctx) {
  super.copyFrom(ctx);
  <struct.attrs:{a | this.<a.name> = ctx.<a.name>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
public static class <struct.name> extends <currentRule.name; format="cap">Context {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
```

```
 public <struct.name>(<currentRule.name; format="cap">Context
 ctx) { copyFrom(ctx); }
 <dispatchMethods; separator="\n">
}
>>

ListenerDispatchMethod(method) ::= <<
@Override
public void <if(method.isEnter)>enter<else>exit<endif>Rule(ParseTreeListener listener) {
 if ( listener instanceof <parser.grammarName>Listener )
((<parser.grammarName>Listener)listener).<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

VisitorDispatchMethod(method) ::= <<
@Override
public \<T> T accept(ParseTreeVisitor\<? extends T> visitor) {
 if ( visitor instanceof <parser.grammarName>Visitor ) return ((<parser.grammarName>Visitor\<? extends
T>)visitor).visit<struct.derivedFromName; format="cap">(this);
 else return visitor.visitChildren(this);
}
>>

AttributeDecl(d) ::= "<d.type> <d.name><if(d.initValue)> = <d.initValue><endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>((<x.ctx.name>)_localctx).<endif><x.name>"

/** For any action chunk, what is correctly-typed
 context struct ptr? */
ctx(actionChunk) ::= "((<actionChunk.ctx.name>)_localctx)"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "precpred(_ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"
recRuleSetStopToken()                 ::= "_ctx.stop = _input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = new <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.add(_prevctx);
<else>
_localctx.<label> = _prevctx;
<endif>
<endif>
<if(label)>_localctx.<label> = _prevctx;<endif>
```

```
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
_parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel; format="cap">Context)_localctx).<label>.add(_prevctx);
<else>
((<currentAltLabel;
 format="cap">Context)_localctx).<label> = _prevctx;
<endif>
<endif>
pushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = new <ctxName>Context(_localctx);
_ctx = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( _parseListeners!=null ) triggerExitRuleEvent();
_prevctx = _localctx;
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
package <lexerFile.genPackage>;
<endif>
<namedActions.header>
import org.antlr.v4.runtime.Lexer;
import org.antlr.v4.runtime.CharStream;
import org.antlr.v4.runtime.Token;
import org.antlr.v4.runtime.TokenStream;
import org.antlr.v4.runtime.*;
import org.antlr.v4.runtime.atn.*;
import org.antlr.v4.runtime.dfa.DFA;
import org.antlr.v4.runtime.misc.*;

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
```

```
@SuppressWarnings({"all", "warnings",
 "unchecked", "unused", "cast"})
public class <lexer.name> extends <superClass; null="Lexer"> {
 static { RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION); }

 protected static final DFA[] _decisionToDFA;
 protected static final PredictionContextCache _sharedContextCache =
  new PredictionContextCache();
 <if(lexer.tokens)>
 public static final int
  <lexer.tokens:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
 <if(lexer.channels)>
 public static final int
  <lexer.channels:{c | <c>=<lexer.channels.(c)>}; separator=", ", wrap, anchor>;
 <endif>
 <if(rest(lexer.modes))>
 public static final int
  <rest(lexer.modes):{m | <m>=<i>}; separator=", ", wrap, anchor>;
 <endif>
 public static String[] channelNames = {
  "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>, <lexer.channels:{c| "<c>"}; separator=", ",
wrap, anchor><endif>
 };

 public static String[] modeNames = {
  <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
 };

 private
 static String[] makeRuleNames() {
  return new String[] {
   <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
  };
 }
 public static final String[] ruleNames = makeRuleNames();

 <vocabulary(lexer.literalNames, lexer.symbolicNames)>

 <namedActions.members>

 public <lexer.name>(CharStream input) {
  super(input);
  _interp = new LexerATNSimulator(this,_ATN,_decisionToDFA,_sharedContextCache);
 }

 @Override
 public String getGrammarFileName() { return "<lexer.grammarFileName>"; }
```

```
 @Override
 public String[] getRuleNames() { return ruleNames; }

 @Override
 public String getSerializedATN() { return _serializedATN; }

 @Override
 public String[] getChannelNames() { return channelNames; }

 @Override
 public String[] getModeNames() { return modeNames; }

 @Override
 public ATN getATN() { return _ATN; }

 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 <atn>
}
>>

SerializedATN(model) ::= <<
<if(rest(model.segments))>
<! requires segmented representation !>
private
 static final int _serializedATNSegments = <length(model.segments)>;
<model.segments:{segment|private static final String _serializedATNSegment<i0> =
 "<segment; wrap={"+<\n><\t>"}>";}; separator="\n">
public static final String _serializedATN = Utils.join(
 new String[] {
  <model.segments:{segment | _serializedATNSegment<i0>}; separator=",\n">
 },
 ""
);
<else>
<! only one segment, can be inlined !>
public static final String _serializedATN =
 "<model.serialized; wrap={"+<\n><\t>"}>";
<endif>
public static final ATN _ATN =
 new ATNDeserializer().deserialize(_serializedATN.toCharArray());
static {
 _decisionToDFA = new DFA[_ATN.getNumberOfDecisions()];
 for (int i = 0; i \< _ATN.getNumberOfDecisions(); i++) {
  _decisionToDFA[i] = new DFA(_ATN.getDecisionState(i), i);
 }
<! org.antlr.v4.tool.DOTGenerator dot = new org.antlr.v4.tool.DOTGenerator(null);!>
<! System.out.println(dot.getDOT(_ATN.decisionToState.get(0), ruleNames, false));!>
```

<! System.out.println(dot.getDOT(_ATN.ruleToStartState[2],
ruleNames, false));!>
}
>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javaTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".java"

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/codegen/Java/Java.stg
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```
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*/

tree grammar BlockSetTransformer;
options {
 language     = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
 output   = AST;
 filter   = true;
}

@header {
package org.antlr.v4.parse;
import org.antlr.v4.misc.Utils;
import org.antlr.v4.misc.*;
import org.antlr.v4.tool.*;
```

```
import org.antlr.v4.tool.ast.*;
import java.util.List;
import java.util.Set;
import
 java.util.HashSet;
import java.util.ArrayList;
import org.antlr.v4.runtime.misc.IntervalSet;
}

@members {
public String currentRuleName;
public GrammarAST currentAlt;
public Grammar g;
public BlockSetTransformer(TreeNodeStream input, Grammar g) {
  this(input, new RecognizerSharedState());
  this.g = g;
}
}

topdown
  : ^(RULE (id=TOKEN_REF|id=RULE_REF) {currentRuleName=$id.text;} .+)
  | setAlt
  | ebnfBlockSet
  | blockSet
 ;

setAlt
 : {inContext("RULE BLOCK")}?
  ALT {currentAlt = $start;}
 ;

// (BLOCK (ALT (+ (BLOCK (ALT INT) (ALT ID)))))
ebnfBlockSet
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : ^(ebnfSuffix blockSet) -> ^(ebnfSuffix ^(BLOCK<BlockAST> ^(ALT<AltAST> blockSet)))
 ;

ebnfSuffix
@after {$tree = (GrammarAST)adaptor.dupNode($start);}
 : OPTIONAL
  | CLOSURE
  | POSITIVE_CLOSURE
 ;

blockSet
@init {
```

```
boolean inLexer = Grammar.isTokenName(currentRuleName);
}
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : {inContext("RULE")}?
 // top-level: rule block and > 1 alt
  ^(BLOCK ^(alt=ALT elementOptions? {((AltAST)$alt).altLabel==null}? setElement[inLexer]) ( ^(ALT
elementOptions? setElement[inLexer]) )+)
  -> ^(BLOCK<BlockAST>[$BLOCK.token] ^(ALT<AltAST>[$BLOCK.token,"ALT"] ^(SET[$BLOCK.token,
"SET"] setElement+)))
 | {!inContext("RULE")}? // if not rule block and > 1 alt
  ^(BLOCK ^(ALT elementOptions? setElement[inLexer]) ( ^(ALT elementOptions? setElement[inLexer]) )+)
  -> ^(SET[$BLOCK.token, "SET"] setElement+)
 ;

setElement[boolean inLexer]
@after {
 GrammarTransformPipeline.setGrammarPtr(g, $tree);
}
 : ( ^(a=STRING_LITERAL elementOptions) {!inLexer ||
CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1}?
  |   a=STRING_LITERAL {!inLexer || CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1}?
  | {!inLexer}?=> ^(TOKEN_REF elementOptions)
  | {!inLexer}?=>   TOKEN_REF
  | {inLexer}?=>  ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
   {CharSupport.getCharValueFromGrammarCharLiteral($a.getText())!=-1
 &&
    CharSupport.getCharValueFromGrammarCharLiteral($b.getText())!=-1}?
  )
 ;

elementOptions
 : ^(ELEMENT_OPTIONS elementOption*)
 ;

elementOption
 : ID
 | ^(ASSIGN id=ID v=ID)
 | ^(ASSIGN ID v=STRING_LITERAL)
 | ^(ASSIGN ID v=ACTION)
 | ^(ASSIGN ID v=INT)
 ;
```

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* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/BlockSetTransformer.g
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*/

tree grammar ATNBuilder;
options {
 language     = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
// filter       = true;
}

// Include the copyright in this source and also the generated source
@header {
/*
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DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

```
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import org.antlr.v4.automata.ATNFactory;
}

@members {
  ATNFactory factory;
  public ATNBuilder(TreeNodeStream input, ATNFactory factory) {
   this(input);
   this.factory = factory;
  }
}

dummy : block[null] ; // avoid error about no start rule

ruleBlock[GrammarAST ebnfRoot] returns [ATNFactory.Handle p]
@init {
  List<ATNFactory.Handle> alts = new ArrayList<ATNFactory.Handle>();
  int alt = 1;
  factory.setCurrentOuterAlt(alt);
}
  : ^(BLOCK
        (^(OPTIONS .*))?
        (   a=alternative
           {alts.add($a.p); factory.setCurrentOuterAlt(++alt);}
        )+
     )
```

```
    {$p = factory.block((BlockAST)$BLOCK, ebnfRoot, alts);}
  ;

block[GrammarAST ebnfRoot] returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> alts = new ArrayList<ATNFactory.Handle>();}
  : ^(BLOCK (^(OPTIONS .*))? (a=alternative {alts.add($a.p);})+)
   {$p = factory.block((BlockAST)$BLOCK, ebnfRoot, alts);}
  ;

alternative returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> els = new ArrayList<ATNFactory.Handle>();}
  : ^(LEXER_ALT_ACTION a=alternative lexerCommands)
     {$p = factory.lexerAltCommands($a.p,$lexerCommands.p);}
  | ^(ALT elementOptions? EPSILON)       {$p = factory.epsilon($EPSILON);}
  |  ^(ALT elementOptions? (e=element {els.add($e.p);})+) {$p = factory.alt(els);}
  ;

lexerCommands returns [ATNFactory.Handle p]
@init {List<ATNFactory.Handle> cmds = new ArrayList<ATNFactory.Handle>();}
  :  (c=lexerCommand {if ($c.cmd != null) cmds.add($c.cmd);})+
     {
     $p = factory.alt(cmds);
     }
  ;

lexerCommand returns
 [ATNFactory.Handle cmd]
 : ^(LEXER_ACTION_CALL ID lexerCommandExpr)
     {$cmd = factory.lexerCallCommand($ID, $lexerCommandExpr.start);}
 | ID
     {$cmd = factory.lexerCommand($ID);}
 ;

lexerCommandExpr
 : ID
 | INT
 ;

element returns [ATNFactory.Handle p]
 : labeledElement    {$p = $labeledElement.p;}
 | atom      {$p = $atom.p;}
 | subrule      {$p = $subrule.p;}
 |  ACTION      {$p = factory.action((ActionAST)$ACTION);}
 |  SEMPRED      {$p = factory.sempred((PredAST)$SEMPRED);}
 |  ^(ACTION .)     {$p = factory.action((ActionAST)$ACTION);}
 |  ^(SEMPRED .)    {$p = factory.sempred((PredAST)$SEMPRED);}
  | ^(NOT b=blockSet[true])  {$p = $b.p;}
  | LEXER_CHAR_SET    {$p = factory.charSetLiteral($start);}
```

```
 ;

astOperand returns [ATNFactory.Handle p]
 : atom      {$p = $atom.p;}
 | ^(NOT blockSet[true])  {$p = $blockSet.p;}
 ;

labeledElement returns [ATNFactory.Handle p]
 : ^(ASSIGN ID element)     {$p = factory.label($element.p);}
 | ^(PLUS_ASSIGN ID element)
  {$p = factory.listLabel($element.p);}
 ;

subrule returns [ATNFactory.Handle p]
 : ^(OPTIONAL block[$start])   {$p = $block.p;}
 | ^(CLOSURE block[$start])   {$p = $block.p;}
 | ^(POSITIVE_CLOSURE block[$start]) {$p = $block.p;}
 |  block[null]       {$p = $block.p;}
   ;

blockSet[boolean invert] returns [ATNFactory.Handle p]
@init {List<GrammarAST> alts = new ArrayList<GrammarAST>();}
 : ^(SET (setElement {alts.add($setElement.start);})+) {$p = factory.set($start, alts, $invert);}
 ;

/** Don't combine with atom otherwise it will build spurious ATN nodes */
setElement
 : ^(STRING_LITERAL .)
 | ^(TOKEN_REF .)
 | STRING_LITERAL
 | TOKEN_REF
 | ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
   |   LEXER_CHAR_SET
 ;

atom returns [ATNFactory.Handle p]
 : range     {$p = $range.p;}
 | ^(DOT ID terminal)  {$p = $terminal.p;}
 | ^(DOT ID ruleref)  {$p = $ruleref.p;}
   | ^(WILDCARD .)   {$p = factory.wildcard($start);}
   | WILDCARD    {$p = factory.wildcard($start);}
   | blockSet[false]   {$p
 = $blockSet.p;}
   |   terminal    {$p = $terminal.p;}
   |   ruleref     {$p = $ruleref.p;}
   ;

ruleref returns [ATNFactory.Handle p]
```

```
  : ^(RULE_REF ARG_ACTION? ^(ELEMENT_OPTIONS .*))  {$p = factory.ruleRef($RULE_REF);}
  | ^(RULE_REF ARG_ACTION?)       {$p = factory.ruleRef($RULE_REF);}
  | RULE_REF          {$p = factory.ruleRef($RULE_REF);}
  ;

range returns [ATNFactory.Handle p]
  : ^(RANGE a=STRING_LITERAL b=STRING_LITERAL) {$p = factory.range($a,$b);}
  ;

terminal returns [ATNFactory.Handle p]
  :  ^(STRING_LITERAL .)   {$p = factory.stringLiteral((TerminalAST)$start);}
  | STRING_LITERAL    {$p = factory.stringLiteral((TerminalAST)$start);}
  | ^(TOKEN_REF ARG_ACTION .) {$p = factory.tokenRef((TerminalAST)$start);}
  | ^(TOKEN_REF .)    {$p = factory.tokenRef((TerminalAST)$start);}
  | TOKEN_REF     {$p = factory.tokenRef((TerminalAST)$start);}
  ;

elementOptions
 : ^(ELEMENT_OPTIONS elementOption*)
 ;

elementOption
 : ID
 | ^(ASSIGN ID
 ID)
 | ^(ASSIGN ID STRING_LITERAL)
 | ^(ASSIGN ID ACTION)
 | ^(ASSIGN ID INT)
 ;
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/ATNBuilder.g
No license file was found, but licenses were detected in source scan.

```
/*
* [The "BSD license"]
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*  Copyright (c) 2012-2016 Sam Harwell
*  Copyright (c) 2014 Eric Vergnaud
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*  modification, are permitted provided that the following conditions
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```

```
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** ANTLR tool checks output templates are compatible with tool code generation.
*  For now, a simple string match used on x.y of x.y.z scheme.
*  Must match Tool.VERSION during load to templates.
*
*  REQUIRED.
*/

pythonTypeInitMap ::= [
 "bool":"False",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"None" // anything other
 than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
# encoding: utf-8
from antlr4 import *
from io import StringIO
from typing.io import TextIO
import sys

<namedActions.header>
<parser>

>>
```

```
ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if __name__ is not None and "." in __name__:
  from .<file.parserName> import <file.parserName>
else:
  from <file.parserName> import <file.parserName>
<header>

# This class defines a complete listener for a parse tree produced by <file.parserName>.
class <file.grammarName>Listener(ParseTreeListener):

  <file.listenerNames:{lname |
# Enter a parse tree produced by <file.parserName>#<lname>.
def enter<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
  pass

# Exit a
 parse tree produced by <file.parserName>#<lname>.
def exit<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
  pass

}; separator="\n">

>>


VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
if __name__ is not None and "." in __name__:
  from .<file.parserName> import <file.parserName>
else:
  from <file.parserName> import <file.parserName>
<header>

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

class <file.grammarName>Visitor(ParseTreeVisitor):

  <file.visitorNames:{lname |
# Visit a parse tree produced by <file.parserName>#<lname>.
def visit<lname; format="cap">(self, ctx:<file.parserName>.<lname; format="cap">Context):
  return self.visitChildren(ctx)

}; separator="\n">
```

```
del <file.parserName>
>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
# Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser,
 funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
  from .<superClass> import <superClass>
else:
  from <superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

  grammarFileName = "<parser.grammarFileName>"

  atn = ATNDeserializer().deserialize(serializedATN())

  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

  sharedContextCache = PredictionContextCache()

  literalNames = [ <parser.literalNames:{t | <t>}; null="\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>

  ruleNames =  [ <parser.ruleNames:{r | "<r>"}; separator=",
 ", wrap, anchor> ]

  EOF = <TokenLabelType()>.EOF
  <if(parser.tokens)>
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

  <parser:(ctor)()>
```

```
  <namedActions.members>

  <funcs; separator="\n">


<if(sempredFuncs)>
  def sempred(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
      if self._predicates == None:
          self._predicates = dict()
<parser.sempredFuncs.values:{f |
      self._predicates[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n        ">
      pred = self._predicates.get(ruleIndex, None)
      if pred is None:
          raise Exception("No predicate with index:" + str(ruleIndex))
      else:
          return pred(localctx, predIndex)

  <sempredFuncs.values; separator="\n">
<endif>



>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
def action(self, localctx:RuleContext, ruleIndex:int, actionIndex:int):
  if self._actions is None:

     actions = dict()
<recog.actionFuncs.values:{f|
      actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
      self._actions = actions
  action = self._actions.get(ruleIndex, None)
  if action is not None:
      action(localctx, actionIndex)
  else:
      raise Exception("No registered action for:" + str(ruleIndex))

<actionFuncs.values; separator="\n">

<endif>
<if(sempredFuncs)>
def sempred(self, localctx:RuleContext, ruleIndex:int, predIndex:int):
  if self._predicates is None:
      preds = dict()
<recog.sempredFuncs.values:{f|
```

```
        preds[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n">
        self._predicates = preds
    pred = self._predicates.get(ruleIndex, None)
    if pred is not None:
        return pred(localctx, predIndex)
    else:
        raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
def __init__(self, input:TokenStream, output:TextIO
 = sys.stdout):
    super().__init__(input, output)
    self.checkVersion("<file.ANTLRVersion>")
    self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
    self._predicates = None

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

def <r.name>_action(self, localctx:<r.ctxType> , actionIndex:int):
<actions:{index|
<if(first(actions))>
    if actionIndex == <index>:
        <actions.(index)>
<elseif(rest(actions))>
    elif actionIndex == <index>:
        <actions.(index)>
<endif> }; separator="\n">
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
def <r.name>_sempred(self, localctx:<r.ctxType>, predIndex:int):
    <actions:{index|
<if(first(actions))>
    if predIndex == <index>:
```

```
  return <actions.(index)>
<elseif(rest(actions))>
  elif predIndex == <index>:
     return <actions.(index)>
<endif> }; separator="\n">

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self<currentRule.args:{a | , <a.name><if(a.type)>:<a.type><endif>}>):

  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a | , <a.name>}>)
  self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
  <namedActions.init>
  <locals; separator="\n">
  try:
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  <if(exceptions)>
  <exceptions; separator="\n">
  <else>
  except RecognitionException as re:
     localctx.exception = re
     self._errHandler.reportError(self, re)
     self._errHandler.recover(self, re)

 <endif>
  finally:
     <finallyAction>
     self.exitRule()
  return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
```

```
def <currentRule.name>(self, _p:int=0<if(currentRule.args)>, <args:{a | , <a>}><endif>):
  _parentctx = self._ctx
  _parentState = self.state
  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{a | , <a.name>}>)
  _prevctx = localctx
  _startState = <currentRule.startState>
  self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>, _p)
  <namedActions.init>
  <locals; separator="\n">
  try:
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  except RecognitionException as re:
     localctx.exception = re
     self._errHandler.reportError(self, re)
     self._errHandler.recover(self,
re)
  finally:
     <finallyAction>
     self.unrollRecursionContexts(_parentctx)
  return localctx

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(self, localctx)<endif>
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\nel">
else:
```

```
  <error>

>>

LL1OptionalBlock(choice,
 alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\nel">
else:
  pass
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
if <expr>:
  <alts; separator="\n">

<!else if ( !(<followExpr>) ) <error>!>
>>


LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
while <loopExpr>:
  <alts; separator="\n">
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  <iteration>

>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
<preamble; separator="\n">
while
 True:
  <alts; separator="\n">
  self.state = <choice.stateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
```

```
  <iteration>
  if not (<loopExpr>):
     break

>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i>:
  <alt>
  pass
}; separator="\nel">

>>

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">

>>

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while
 _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  if _alt==1<if(!choice.ast.greedy)>+1<endif>:
     <iteration>
     <alts> <! should only be one !>
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>
```

```
PlusBlock(choice, alts, error) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">
  else:
     <error>
  self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"

TestSetInline(s)
 ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 \<\< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 \<\< <offsetShiftType(ttype, bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
```

```
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

//
 produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<parser.name>.<ttype>}; separator=" or ">
%>

cases(ttypes) ::= <<
if token in [<ttypes:{t | <parser.name>.<t>}; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>self.<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChu
nks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if
 <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
<if(m.labels)><m.labels:{l |     <labelref(l)> = }><else>    <endif>self._errHandler.recoverInline(self)
else:
   self._errHandler.reportMatch(self)
   self.consume()
>>

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>self.matchWildcard()
>>

// ACTION STUFF
```

```
Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
self.state = <p.stateNumber>
if not <chunks>:
  from antlr4.error.Errors import FailedPredicateException
  raise FailedPredicateException(self, <p.predicate><if(failChunks)>, <failChunks><elseif(p.msg)>,
<p.msg><endif>)
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
  <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg,
 grammar)      ::= "_type = <arg>"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>"
LexerPushModeCommand(arg, grammar)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
RetValueRef(a) ::= "localctx.<a.name>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type()"
TokenPropertyRef_line(t) ::= "(0 if
```

```
 <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if (<ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)  ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::= "(None if <ctx(r)>.<r.label> is None else
self._input.getText((<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop)))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)
 ::= "self._input.getText((localctx.start, self._input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)  ::= "self"

NonLocalAttrRef(s)     ::= "getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks)  ::= "getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.name> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.name> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.name> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.name> = None # <r.ctxName>"
RuleContextListDecl(rdecl) ::= "self.<rdecl.name> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t)      ::= <<
def <t.name>(self):
  return self.getToken(<parser.name>.<t.name>, 0)
>>

// should never be called
ContextTokenListGetterDecl(t)  ::= <<
def <t.name>_list(self):
  return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t)
  ::= <<
def <t.name>(self, i:int=None):
  if i is None:
     return self.getTokens(<parser.name>.<t.name>)
  else:
```

```
    return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r)       ::= <<
def <r.name>(self):
  return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)

>>

// should never be called
ContextRuleListGetterDecl(r)   ::= <<
def <r.name>_list(self):
  return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r)   ::= <<
def <r.name>(self, i:int=None):
  if i is None:
    return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
  else:
    return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
*  r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)
 ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers) ::= <<
class <struct.name>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):

  def __init__(self, parser, parent:ParserRuleContext=None, invokingState:int=-1<struct.ctorAttrs:{a | ,
<a.name><if(a.type)>:<a.type><endif>=None}>):
    super().__init__(parent, invokingState)
    self.parser = parser
```

```
    <attrs:{a | <a>}; separator="\n">
    <struct.ctorAttrs:{a | self.<a.name> = <a.name>}; separator="\n">

  <getters:{g | <g>}; separator="\n\n">

  def getRuleIndex(self):
    return <parser.name>.RULE_<struct.derivedFromName>

<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
  def copyFrom(self, ctx:ParserRuleContext):
     super().copyFrom(ctx)
    <struct.attrs:{a | self.<a.name> = ctx.<a.name>}; separator="\n">

<endif>
  <dispatchMethods; separator="\n">
  <extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name>(<currentRule.name; format="cap">Context):

  def __init__(self, parser, ctx:ParserRuleContext): # actually a <parser.name>.<currentRule.name;
format="cap">Context
    super().__init__(parser)
    <attrs:{a | <a>}; separator="\n">
    self.copyFrom(ctx)

  <getters:{g | <g>}; separator="\n">

  <dispatchMethods; separator="\n">

>>

ListenerDispatchMethod(method) ::= <<
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener:ParseTreeListener):
  if hasattr( listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">" ):
    listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)

>>

VisitorDispatchMethod(method)
 ::= <<
def accept(self, visitor:ParseTreeVisitor):
  if hasattr( visitor, "visit<struct.derivedFromName; format="cap">" ):
    return visitor.visit<struct.derivedFromName; format="cap">(self)
  else:
    return visitor.visitChildren(self)
```

```
>>

AttributeDecl(d) ::= "self.<d.name> = <if(d.initValue)><d.initValue><else>None<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "self.precpred(self._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                 ::= "self._ctx.stop = self._input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label) ::= <<
localctx = <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
<if(label)>localctx.<label>
 = _prevctx<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = <parser.name>.<ctxName>Context(self, localctx)
self._ctx = localctx
_prevctx = localctx
>>

recRuleSetPrevCtx() ::= <<
if self._parseListeners is not None:
   self.triggerExitRuleEvent()
_prevctx = localctx
>>
```

```
LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
from antlr4 import *
from io import StringIO
from typing.io import TextIO
import sys

<namedActions.header>

<lexer>
>>

Lexer(lexer,
 atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
if __name__ is not None and "." in __name__:
  from .<superClass> import <superClass>
else:
  from <superClass> import <superClass>

<endif>
<atn>

class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):

  atn = ATNDeserializer().deserialize(serializedATN())

  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

<if(lexer.channels)>
  <lexer.channels:{c| <c> = <lexer.channels.(c)>}; separator="\n">

<endif>
<if(rest(lexer.modes))>
  <rest(lexer.modes):{m| <m> = <i>}; separator="\n">

<endif>
  <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>

  channelNames = [ u"DEFAULT_TOKEN_CHANNEL", u"HIDDEN"<if (lexer.channels)>, <lexer.channels:{c|
u"<c>"}; separator=", ", wrap, anchor><endif> ]

  modeNames = [ <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor> ]

  literalNames = [ "\<INVALID>",
        <lexer.literalNames:{t | <t>}; separator=", ", wrap, anchor> ]
```

```
  symbolicNames = [ "\<INVALID>",
        <lexer.symbolicNames:{t | <t>}; separator=", ", wrap, anchor> ]

  ruleNames = [ <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ]

  grammarFileName = "<lexer.grammarFileName>"

  def __init__(self, input=None, output:TextIO = sys.stdout):
     super().__init__(input, output)
     self.checkVersion("<lexerFile.ANTLRVersion>")
     self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
     self._actions = None
     self._predicates = None

  <namedActions.members>

  <dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model) ::= <<
<! only one segment, can be inlined !>

def serializedATN():
  with StringIO() as buf:
     buf.write("<model.serialized; wrap={")<\n>       buf.write("}>")
     return buf.getvalue()

>>

/** Using a type to init value map, try
 to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"

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*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the default format ANTLR uses.
*/

location(file, line, column) ::= "<file>(<line>,<column>)"

message(id, text) ::= "error <id> : <text>"

report(location, message, type) ::= "<location> : <type> <message.id> : <message.text>"

wantsSingleLineMessage() ::= "true"

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*/

/** Find left-recursive rules */
tree grammar LeftRecursiveRuleWalker;

options {
 tokenVocab=ANTLRParser;
   ASTLabelType=GrammarAST;
}

@header {
package org.antlr.v4.parse;

import org.antlr.v4.misc.*;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
}

@members {
private String ruleName;
private int currentOuterAltNumber; // which outer alt of rule?
public
 int numAlts;  // how many alts for this rule total?

public void setAltAssoc(AltAST altTree, int alt) {}
public void binaryAlt(AltAST altTree, int alt) {}
public void prefixAlt(AltAST altTree, int alt) {}
public void suffixAlt(AltAST altTree, int alt) {}
public void otherAlt(AltAST altTree, int alt) {}
public void setReturnValues(GrammarAST t) {}
}

@rulecatch { }

// TODO: can get parser errors for not matching pattern; make them go away
public
rec_rule returns [boolean isLeftRec]
@init
{
 currentOuterAltNumber = 1;
}
 : ^( r=RULE id=RULE_REF {ruleName=$id.getText();}
   ruleModifier?
//   (ARG_ACTION)? shouldn't allow args, right?
```

```
  (^(RETURNS a=ARG_ACTION {setReturnValues($a);}))?
//       ( ^(THROWS .+) )? don't allow
      ( ^(LOCALS ARG_ACTION) )? // TODO: copy these to gen'd code
      ( ^(OPTIONS .*)
     |  ^(AT ID ACTION) // TODO: copy
      )*
  ruleBlock {$isLeftRec = $ruleBlock.isLeftRec;}
  exceptionGroup
 )
;

exceptionGroup
  : exceptionHandler* finallyClause?
   ;

exceptionHandler
 : ^(CATCH ARG_ACTION ACTION)
;

finallyClause
 : ^(FINALLY ACTION)
;

ruleModifier
  : PUBLIC
  | PRIVATE
  | PROTECTED
  ;

ruleBlock returns [boolean isLeftRec]
@init{boolean lr=false; this.numAlts = $start.getChildCount();}
 : ^( BLOCK
  (
   o=outerAlternative
   {if ($o.isLeftRec) $isLeftRec = true;}
   {currentOuterAltNumber++;}
  )+
 )
;

/** An alt is either prefix, suffix, binary, or ternary operation or "other" */
outerAlternative returns [boolean isLeftRec]
  :  (binary)=>          binary
                    {binaryAlt((AltAST)$start, currentOuterAltNumber); $isLeftRec=true;}
  |  (prefix)=>          prefix
                    {prefixAlt((AltAST)$start, currentOuterAltNumber);}
  |  (suffix)=>          suffix
                    {suffixAlt((AltAST)$start, currentOuterAltNumber); $isLeftRec=true;}
```

```
  |   nonLeftRecur        {otherAlt((AltAST)$start,  currentOuterAltNumber);}
  ;

binary
 : ^(
 ALT elementOptions? recurse element* recurse epsilonElement* )
      {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
 ;

prefix
 : ^( ALT elementOptions?
   element+
   recurse epsilonElement*
   )
       {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
 ;

suffix
   :   ^( ALT elementOptions? recurse element+ )
       {setAltAssoc((AltAST)$ALT,currentOuterAltNumber);}
   ;

nonLeftRecur
   :   ^(ALT elementOptions? element+)
   ;

recurse
 : ^(ASSIGN ID recurseNoLabel)
 | ^(PLUS_ASSIGN ID recurseNoLabel)
 | recurseNoLabel
 ;

recurseNoLabel : {((CommonTree)input.LT(1)).getText().equals(ruleName)}? RULE_REF;

token returns [GrammarAST t=null]
 : ^(ASSIGN ID s=token {$t = $s.t;})
 | ^(PLUS_ASSIGN ID s=token {$t = $s.t;})
 | b=STRING_LITERAL         {$t = $b;}
   | ^(b=STRING_LITERAL elementOptions)  {$t = $b;}
   | ^(c=TOKEN_REF elementOptions)   {$t = $c;}
 | c=TOKEN_REF              {$t = $c;}
 ;

elementOptions
   : ^(ELEMENT_OPTIONS elementOption*)

  ;
```

```
elementOption
  : ID
  |  ^(ASSIGN ID ID)
  |  ^(ASSIGN ID STRING_LITERAL)
  |  ^(ASSIGN ID ACTION)
  |  ^(ASSIGN ID INT)
  ;

element
 : atom
 | ^(NOT element)
 | ^(RANGE atom atom)
 | ^(ASSIGN ID element)
 | ^(PLUS_ASSIGN ID element)
  | ^(SET setElement+)
  |  RULE_REF
 | ebnf
 | epsilonElement
 ;

epsilonElement
 : ACTION
 | SEMPRED
 | EPSILON
 | ^(ACTION elementOptions)
 | ^(SEMPRED elementOptions)
 ;

setElement
 : ^(STRING_LITERAL elementOptions)
 | ^(TOKEN_REF elementOptions)
 | STRING_LITERAL
 | TOKEN_REF
 ;

ebnf:  block
  |  ^( OPTIONAL block )
  |  ^( CLOSURE block )
  |  ^( POSITIVE_CLOSURE block )
  ;

block
  : ^(BLOCK ACTION? alternative+)
  ;

alternative
 : ^(ALT elementOptions? element+)
  ;
```

```
atom
 : ^(RULE_REF ARG_ACTION? elementOptions?)
   |  ^(STRING_LITERAL elementOptions)
 | STRING_LITERAL
   | ^(TOKEN_REF elementOptions)
 | TOKEN_REF
   | ^(WILDCARD elementOptions)
 | WILDCARD
 | ^(DOT ID element)
 ;
```

Found in path(s):

*

/antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/LeftRecursiveRuleWalker.g

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*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
This file contains the default format ANTLR uses.
*/

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "(<id>) <text>"

report(location, message, type) ::= "<type>(<message.id>): <location> <message.text>"

wantsSingleLineMessage() ::= "false"

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/messages/formats/antlr.stg
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* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/codegen/Cpp/Files.stg
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*/

atn(startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
digraph ATN {
rankdir=LR;
<decisionRanks; separator="\n">
<states; separator="\n">
<edges; separator="\n">
}
>>

dfa(name, startState, states, edges, rankdir, decisionRanks, useBox) ::= <<
digraph <name>  {
<if(rankdir)>rankdir=<rankdir>;<endif>
<decisionRanks; separator="\n">
<states; separator="\n">
<edges;
 separator="\n">
}
>>

decision-rank(states) ::= <<
{rank=same; rankdir=TB; <states:{s | s<s>}; separator="; ">}
>>

edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

action-edge(src,target,label,arrowhead,transitionIndex) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontsize=11, fontname="Courier", arrowsize=.7,
label = "<label>"<if(arrowhead)>, arrowhead = <arrowhead><endif>];
>>

epsilon-edge(src,label,target,arrowhead,transitionIndex,loopback=false) ::= <<
<src><if(transitionIndex)>:p<transitionIndex><endif> -> <target> [fontname="Times-Italic",
label="&epsilon;"<if(loopback)>, style="dashed"<endif>];
>>

state(state, label, name, transitions) ::= <%
<name>[fontsize=11,
  label="
     <! rest(transition) tests for decision states: these nodes have a non-empty
```

```
 set of transitions after the first one. !>
      <if(rest(transitions))>
         {
         <! Label on the left side of the record node. !>
         <label>
         |
         <! Named ports in order on right side of record node, no display text. !>
         {<transitions:{t|\<p<i0>>}; separator="|">}}
      <else>
         <label>
      <endif>
      "
   <if(rest(transitions))>
      , shape=record, fixedsize=false
   <else>
      , shape=circle, fixedsize=true, width=.55
   <endif>
   , peripheries=1];
%>

stopstate(name,label,actionIndex,useBox) ::= <<
<name>[fontsize=11, label="<label><if(actionIndex)>,\naction:<actionIndex><endif>",
<if(useBox)>shape=polygon,sides=4,peripheries=2,fixedsize=false<else>shape=doublecircle, fixedsize=true,
width=.6<endif>];
>>
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/dot/graphs.stg
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*/

/** ANTLR tool checks output templates are compatible with tool code generation.
*  For now, a simple string match used on x.y of x.y.z scheme.
*  Must match Tool.VERSION during load to templates.
*
*  REQUIRED.
*/

javascriptTypeInitMap ::= [
 "bool":"false",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"{}" // anything
 other than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
var antlr4 = require('antlr4/index');
<if(file.genListener)>
var <file.grammarName>Listener = require('./<file.grammarName>Listener').<file.grammarName>Listener;
<endif>
<if(file.genVisitor)>
var <file.grammarName>Visitor = require('./<file.grammarName>Visitor').<file.grammarName>Visitor;
<endif>

<namedActions.header>
<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
var antlr4 = require('antlr4/index');

// This class defines a complete listener for a parse tree produced by <file.parserName>.
function <file.grammarName>Listener() {
 antlr4.tree.ParseTreeListener.call(this);
 return this;
}

<file.grammarName>Listener.prototype = Object.create(antlr4.tree.ParseTreeListener.prototype);
<file.grammarName>Listener.prototype.constructor
 = <file.grammarName>Listener;

<file.listenerNames:{lname |
// Enter a parse tree produced by <file.parserName>#<lname>.
<file.grammarName>Listener.prototype.enter<lname; format="cap"> = function(ctx) {
\};

// Exit a parse tree produced by <file.parserName>#<lname>.
<file.grammarName>Listener.prototype.exit<lname; format="cap"> = function(ctx) {
\};

}; separator="\n">

exports.<file.grammarName>Listener = <file.grammarName>Listener;
>>


VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
var antlr4 = require('antlr4/index');

// This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

function <file.grammarName>Visitor() {
 antlr4.tree.ParseTreeVisitor.call(this);
 return this;
}

<file.grammarName>Visitor.prototype = Object.create(antlr4.tree.ParseTreeVisitor.prototype);
<file.grammarName>Visitor.prototype.constructor = <file.grammarName>Visitor;

<file.visitorNames:{lname
 |
// Visit a parse tree produced by <file.parserName>#<lname>.
<file.grammarName>Visitor.prototype.visit<lname; format="cap"> = function(ctx) {
 return this.visitChildren(ctx);
\};
```

```
}; separator="\n">

exports.<file.grammarName>Visitor = <file.grammarName>Visitor;
>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
// jshint ignore: start
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<if(superClass)>
var <superClass> = require('./<superClass>').<superClass>;
<endif>

var grammarFileName = "<parser.grammarFileName; format="java-escape">";

<atn>

var atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);

var decisionsToDFA = atn.decisionToState.map( function(ds, index) { return new antlr4.dfa.DFA(ds, index); });

var sharedContextCache = new antlr4.PredictionContextCache();

var literalNames = [ <parser.literalNames:{t | <t>}; null="null", separator=", ", wrap,
 anchor> ];

var symbolicNames = [ <parser.symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor> ];

var ruleNames =  [ <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor> ];

function <parser.name> (input) {
 <superClass; null="antlr4.Parser">.call(this, input);
   this._interp = new antlr4.atn.ParserATNSimulator(this, atn, decisionsToDFA, sharedContextCache);
   this.ruleNames = ruleNames;
   this.literalNames = literalNames;
   this.symbolicNames = symbolicNames;
 <namedActions.members>
   return this;
}

<parser.name>.prototype = Object.create(<superClass; null="antlr4.Parser">.prototype);
<parser.name>.prototype.constructor = <parser.name>;

Object.defineProperty(<parser.name>.prototype, "atn", {
 get : function() {
```

```
 return atn;
 }
});

<parser.name>.EOF = antlr4.Token.EOF;
<if(parser.tokens)>
<parser.tokens:{k | <parser.name>.<k> = <parser.tokens.(k)>;}; separator="\n", wrap, anchor>
<endif>

<parser.rules:{r | <parser.name>.RULE_<r.name> = <r.index>;};
 separator="\n", wrap, anchor>

<funcs; separator="\n">

<if(sempredFuncs)>
<parser.name>.prototype.sempred = function(localctx, ruleIndex, predIndex) {
 switch(ruleIndex) {
 <parser.sempredFuncs.values:{f | case <f.ruleIndex>:
  return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
   default:
       throw "No predicate with index:" + ruleIndex;
  }
};

<sempredFuncs.values; separator="\n">
<endif>

exports.<parser.name> = <parser.name>;

>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
<lexer.name>.prototype.action = function(localctx, ruleIndex, actionIndex) {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 this.<f.name>_action(localctx, actionIndex);
 break;}; separator="\n">
 default:
  throw "No registered action for:" + ruleIndex;
 }
};

<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
<lexer.name>.prototype.sempred = function(localctx, ruleIndex, predIndex) {
```

```
 switch (ruleIndex)
 {
  <recog.sempredFuncs.values:{f| case <f.ruleIndex>:
 return this.<f.name>_sempred(localctx, predIndex);}; separator="\n">
    default:
     throw "No registered predicate for:" + ruleIndex;
   }
};

<sempredFuncs.values; separator="\n">
<endif>
>>


/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

<lexer.name>.prototype.<r.name>_action = function(localctx , actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
 break;}; separator="\n">
 default:
  throw "No registered action for:" + actionIndex;
 }
};
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
<if (r.factory.g.lexer)><lexer.name><else><parser.name><endif>.prototype.<r.name>_sempred = function(localctx,
predIndex) {
 switch(predIndex) {
  <actions:{index|
 case <index>:
 return <actions.(index)>;}; separator="\n">
  default:
   throw "No predicate with index:" + predIndex;
 }
};

>>
```

```
RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<! Define fields of this parser to export the context classes !>
<parser.name>.<currentRule.ctxType> = <currentRule.ctxType>;

<parser.name>.prototype.<currentRule.name> = function(<currentRule.args:{a | <a.name>}; separator=", ">) {

  var localctx = new <currentRule.ctxType>(this, this._ctx, this.state<currentRule.args:{a | , <a.name>}>);
  this.enterRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>);
  <namedActions.init>
  <locals; separator="\n">
  try {
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  <if(exceptions)>
  <exceptions; separator="\n">
  <else>
  } catch (re)
{
   if(re instanceof antlr4.error.RecognitionException) {
       localctx.exception = re;
       this._errHandler.reportError(this, re);
       this._errHandler.recover(this, re);
    } else {
     throw re;
    }
  }<endif> finally {
     <finallyAction>
     this.exitRule();
  }
  return localctx;
};

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
```

```
<parser.name>.prototype.<currentRule.name> = function(_p<if(currentRule.args)>, <args:{a | , <a>}><endif>) {
 if(_p===undefined) {
     _p = 0;
 }
  var _parentctx = this._ctx;
  var _parentState = this.state;
  var localctx = new <currentRule.ctxType>(this, this._ctx, _parentState<args:{a | , <a.name>}>);
  var _prevctx = localctx;
  var _startState = <currentRule.startState>;
  this.enterRecursionRule(localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>,
 _p);
  <namedActions.init>
  <locals; separator="\n">
  try {
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  } catch( error) {
     if(error instanceof antlr4.error.RecognitionException) {
       localctx.exception = error;
       this._errHandler.reportError(this, error);
       this._errHandler.recover(this, error);
    } else {
     throw error;
    }
  } finally {
     <finallyAction>
     this.unrollRecursionContexts(_parentctx)
  }
  return localctx;
};

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(this, localctx);<endif>
this.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals;
 separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>
```

```
LL1AltBlock(choice, preamble, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = this._input.LT(1);<endif>
<preamble; separator="\n">
switch(this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  break;}; separator="\n">
default:
  <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
switch (this._input.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
 <alt>
 break;}; separator="\n">
default:
 break;
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
if(<expr>) {
  <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble,
 iteration) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<preamble; separator="\n">
while(<loopExpr>) {
  <alts; separator="\n">
  this.state = <choice.loopBackStateNumber>;
  this._errHandler.sync(this);
  <iteration>
}
>>
```

```
LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
this.state = <choice.blockStartStateNumber>; <! alt block decision !>
this._errHandler.sync(this);
<preamble; separator="\n">
do {
  <alts; separator="\n">
  this.state = <choice.stateNumber>; <! loopback/exit decision !>
  this._errHandler.sync(this);
  <iteration>
} while(<loopExpr>);
>>

// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
var la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
switch(la_) {
<alts:{alt |
case <i>:
  <alt>
  break;
}; separator="\n">
}
>>

OptionalBlock(choice,
 alts, error) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
var la_ = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
<alts:{alt |
if(la_===<i><if(!choice.ast.greedy)>+1<endif>) {
  <alt>
}; separator="\n} else ">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
this.state = <choice.stateNumber>;
this._errHandler.sync(this);
var _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx)
while(_alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER) {
  if(_alt===1<if(!choice.ast.greedy)>+1<endif>) {
```

```
      <iteration>
      <alts> <! should only be one !>
   }
   this.state = <choice.loopBackStateNumber>;
   this._errHandler.sync(this);
   _alt = this._interp.adaptivePredict(this._input,<choice.decision>,this._ctx);
}

>>

PlusBlock(choice, alts, error) ::= <<
this.state = <choice.blockStartStateNumber>; <! alt block decision !>
this._errHandler.sync(this);
var
 _alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
 }
 this.state = <choice.loopBackStateNumber>; <! loopback/exit decision !>
 this._errHandler.sync(this);
 _alt = this._interp.adaptivePredict(this._input,<choice.decision>, this._ctx);
} while ( _alt!=<choice.exitAlt> && _alt!=antlr4.atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "throw new antlr4.error.NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" || ">
>>

// Javascript language spec - shift operators are 32 bits long max
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x1f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName,
```

```
 bits.shift)>})> && ((1 \<\< <offsetShiftVar(s.varName, bits.shift)>) & (<bits.ttypes:{ttype | (1 \<\<
<offsetShiftType(ttype, bits.shift)>)}; separator=" | ">)) !== 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>===<parser.name>.<ttype>}; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{t | case <parser.name>.<t>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
this.state = <r.stateNumber>;
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>this.<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChu
nks>);
>>

MatchToken(m)
 ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>this.match(<parser.name>.<m.name>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
this.state = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }>this._input.LT(1);<endif>
<capture>
<if(invert)>if(<m.varName>\<=0 || <expr>)<else>if(!(<expr>))<endif> {
```

```
  <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>this._errHandler.recoverInline(this);
}
else {
 this._errHandler.reportMatch(this);
  this.consume();
}
>>

Wildcard(w) ::= <<
this.state = <w.stateNumber>;
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>this.matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::=
 <<
this.state = <p.stateNumber>;
if (!( <chunks>)) {
  throw new antlr4.error.FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "this.skip()"
LexerMoreCommand()  ::= "this.more()"
LexerPopModeCommand() ::= "this.popMode()"
LexerTypeCommand(arg, grammar)      ::= "this._type = <arg>"
LexerChannelCommand(arg, grammar)   ::= "this._channel = <arg>"
LexerModeCommand(arg, grammar)      ::= "this._mode = <arg>"
LexerPushModeCommand(arg, grammar)  ::= "this.pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
```

```
RetValueRef(a) ::= "localctx.<a.name>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t)
 ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label>===null ? null : <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.type)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>.<t.label> === null ? 0 : parseInt(<ctx(t)>.<t.label>.text))"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>===null ? null :
 <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label>===null ? null : <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::= "(<ctx(r)>.<r.label>===null ? null : this._input.getText(new
antlr4.Interval(<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop)))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)  ::= "this._input.getText(new antlr4.Interval(localctx.start, this._input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)     ::= "getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks)  ::= "getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.push(<labelref(a.label)>);"

TokenDecl(t) ::= "this.<t.name> = null; // <TokenLabelType()>"
TokenTypeDecl(t) ::= "var
 <t.name> = 0; // <TokenLabelType()> type"
TokenListDecl(t) ::= "this.<t.name> = []; // of <TokenLabelType()>s"
RuleContextDecl(r) ::= "this.<r.name> = null; // <r.ctxName>"
RuleContextListDecl(rdecl) ::= "this.<rdecl.name> = []; // of <rdecl.ctxName>s"

ContextTokenGetterDecl(t)      ::= <<
<t.name> = function() {
```

```
  return this.getToken(<parser.name>.<t.name>, 0);
};
>>

// should never be called
ContextTokenListGetterDecl(t)  ::= <<
def <t.name>_list(self):
  return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
<t.name> = function(i) {
 if(i===undefined) {
  i = null;
 }
  if(i===null) {
     return this.getTokens(<parser.name>.<t.name>);
  } else {
     return this.getToken(<parser.name>.<t.name>, i);
  }
};

>>

ContextRuleGetterDecl(r)       ::= <<
<r.name> = function() {
  return this.getTypedRuleContext(<r.ctxName>,0);
};
>>

// should never be called
ContextRuleListGetterDecl(r)   ::= <<
def <r.name>_list(self):
  return
 self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r)   ::= <<
<r.name> = function(i) {
  if(i===undefined) {
     i = null;
  }
  if(i===null) {
     return this.getTypedRuleContexts(<r.ctxName>);
  } else {
     return this.getTypedRuleContext(<r.ctxName>,i);
  }
```

```
};
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = this._input.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers) ::= <<
function <struct.name>(parser, parent, invokingState<struct.ctorAttrs:{a | , <a.name>}>) {
 if(parent===undefined)
 {
    parent = null;
 }
 if(invokingState===undefined || invokingState===null) {
  invokingState = -1;
 }
 <if(contextSuperClass)><contextSuperClass><else>antlr4.ParserRuleContext<endif>.call(this, parent,
invokingState);
  this.parser = parser;
  this.ruleIndex = <parser.name>.RULE_<struct.derivedFromName>;
  <attrs:{a | <a>}; separator="\n">
  <struct.ctorAttrs:{a | this.<a.name> = <a.name> || null;}; separator="\n">
  return this;
}

<struct.name>.prototype =
Object.create(<if(contextSuperClass)><contextSuperClass><else>antlr4.ParserRuleContext<endif>.prototype);
<struct.name>.prototype.constructor = <struct.name>;

<getters:{g | <struct.name>.prototype.<g>}; separator="\n\n">

<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
<struct.name>.prototype.copyFrom = function(ctx) {
<if(contextSuperClass)><contextSuperClass><else>antlr4.ParserRuleContext<endif>.prototype.copyFrom.call(this,
ctx);
  <struct.attrs:{a | this.<a.name> =
```

```
 ctx.<a.name>;}; separator="\n">
};
<endif>
<dispatchMethods; separator="\n">
<extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
function <struct.name>(parser, ctx) {
 <currentRule.name; format="cap">Context.call(this, parser);
  <attrs:{a | <a>;}; separator="\n">
  <currentRule.name; format="cap">Context.prototype.copyFrom.call(this, ctx);
  return this;
}

<struct.name>.prototype = Object.create(<currentRule.name; format="cap">Context.prototype);
<struct.name>.prototype.constructor = <struct.name>;

<! Define fields of this parser to export this struct/context class !>
<parser.name>.<struct.name> = <struct.name>;

<getters:{g | <struct.name>.prototype.<g>}; separator="\n\n">
<dispatchMethods; separator="\n">

>>

ListenerDispatchMethod(method) ::= <<
<struct.name>.prototype.<if(method.isEnter)>enter<else>exit<endif>Rule = function(listener) {
  if(listener instanceof <parser.grammarName>Listener ) {
     listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName;
 format="cap">(this);
 }
};

>>

VisitorDispatchMethod(method) ::= <<
<struct.name>.prototype.accept = function(visitor) {
  if ( visitor instanceof <parser.grammarName>Visitor ) {
     return visitor.visit<struct.derivedFromName; format="cap">(this);
  } else {
     return visitor.visitChildren(this);
  }
};

>>
```

```
AttributeDecl(d) ::= "this.<d.name> = <if(d.initValue)><d.initValue><else>null<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "this.precpred(this._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                 ::= "this._ctx.stop = this._input.LT(-1);"

recRuleAltStartAction(ruleName, ctxName,
 label) ::= <<
localctx = new <ctxName>Context(this, _parentctx, _parentState);
<if(label)>localctx.<label> = _prevctx;<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = new <currentAltLabel; format="cap">Context(this, new <ruleName; format="cap">Context(this,
_parentctx, _parentState));
<if(label)>
<if(isListLabel)>
localctx.<label>.push(_prevctx);
<else>
localctx.<label> = _prevctx;
<endif>
<endif>
this.pushNewRecursionContext(localctx, _startState, <parser.name>.RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
localctx = new <ctxName>Context(this, localctx);
this._ctx = localctx;
_prevctx = localctx;
>>

recRuleSetPrevCtx() ::= <<
if(this._parseListeners!==null) {
   this.triggerExitRuleEvent();
}
_prevctx = localctx;
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
```

```
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
var
 antlr4 = require('antlr4/index');

<namedActions.header>

<lexer>

>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
var <superClass> = require('./<superClass>').<superClass>;
<endif>

<atn>

var atn = new antlr4.atn.ATNDeserializer().deserialize(serializedATN);

var decisionsToDFA = atn.decisionToState.map( function(ds, index) { return new antlr4.dfa.DFA(ds, index); });

function <lexer.name>(input) {
 <if(superClass)><superClass><else>antlr4.Lexer<endif>.call(this, input);
  this._interp = new antlr4.atn.LexerATNSimulator(this, atn, decisionsToDFA, new
antlr4.PredictionContextCache());
  return this;
}

<lexer.name>.prototype = Object.create(<if(superClass)><superClass><else>antlr4.Lexer<endif>.prototype);
<lexer.name>.prototype.constructor = <lexer.name>;

Object.defineProperty(<lexer.name>.prototype, "atn", {
      get : function() {
            return atn;
      }
});

<lexer.name>.EOF = antlr4.Token.EOF;
<lexer.tokens:{k | <lexer.name>.<k>
 = <lexer.tokens.(k)>;}; separator="\n", wrap, anchor>

<if(lexer.channels)>
<lexer.channels:{c| <lexer.name>.<c> = <lexer.channels.(c)>;}; separator="\n">

<endif>
<if(rest(lexer.modes))>
<rest(lexer.modes):{m| <lexer.name>.<m> = <i>;}; separator="\n">
```

<endif>
<lexer.name>.prototype.channelNames = ["DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>,
<lexer.channels:{c| "<c>"}; separator=", ", wrap, anchor><endif>];

<lexer.name>.prototype.modeNames = [<lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>];

<lexer.name>.prototype.literalNames = [<lexer.literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>];

<lexer.name>.prototype.symbolicNames = [<lexer.symbolicNames:{t | <t>}; null="null", separator=", ", wrap,
anchor>];

<lexer.name>.prototype.ruleNames = [<lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>];

<lexer.name>.prototype.grammarFileName = "<lexer.grammarFileName>";

<namedActions.members>

<dumpActions(lexer, "", actionFuncs,
 sempredFuncs)>

exports.<lexer.name> = <lexer.name>;

>>

SerializedATN(model) ::= <<
<! only one segment, can be inlined !>

var serializedATN = ["<model.serialized; wrap={",<\n>   "}>"].join("");

>>

/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<javacriptTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".js"

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/codegen/JavaScript/JavaScript.stg
No license file was found, but licenses were detected in source scan.

/*
* [The "BSD license"]
* Copyright (c) 2012-2016 Terence Parr
* Copyright (c) 2012-2016 Sam Harwell

```
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*  All rights reserved.
*
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*  modification, are permitted provided that the following conditions
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** ANTLR tool checks output templates are compatible with tool code generation.
*  For now, a simple string match used on x.y of x.y.z scheme.
*  Must match Tool.VERSION during load to templates.
*
*  REQUIRED.
*/

pythonTypeInitMap ::= [
 "bool":"False",
 "int":"0",
 "float":"0.0",
 "str":"",
 default:"None" // anything other
 than a primitive type is an object
]

// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
# encoding: utf-8
from __future__ import print_function
from antlr4 import *
from io import StringIO
import sys

<namedActions.header>
<parser>

>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
from antlr4 import *
<header>

# This class defines a complete listener for a parse tree produced by <file.parserName>.
class <file.grammarName>Listener(ParseTreeListener):

  <file.listenerNames:{lname |
# Enter a parse tree produced by <file.parserName>#<lname>.
def enter<lname; format="cap">(self, ctx):
  pass

# Exit a parse tree produced by <file.parserName>#<lname>.
def exit<lname; format="cap">(self, ctx):
  pass

}; separator="\n">

>>


VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
from antlr4 import *
<header>

# This class defines a complete generic visitor for a parse tree produced by <file.parserName>.

class <file.grammarName>Visitor(ParseTreeVisitor):

  <file.visitorNames:{lname |
# Visit a parse tree produced by <file.parserName>#<lname>.
def visit<lname; format="cap">(self, ctx):
  return self.visitChildren(ctx)
```

```
}; separator="\n">

>>


fileHeader(grammarFileName, ANTLRVersion) ::= <<
# Generated from <grammarFileName> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<if(superClass)>
from .<superClass> import <superClass>

<endif>
<atn>

class <parser.name> ( <if(superClass)><superClass><else>Parser<endif> ):

  grammarFileName = "<parser.grammarFileName>"

  atn = ATNDeserializer().deserialize(serializedATN())

  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState)
]

  sharedContextCache = PredictionContextCache()

  literalNames = [ <parser.literalNames:{t | u<t>}; null="u\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  symbolicNames = [ <parser.symbolicNames:{t | u<t>}; null="u\"\<INVALID>\"", separator=", ", wrap, anchor> ]

  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator="\n", wrap, anchor>

  ruleNames =  [ <parser.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

  EOF = <TokenLabelType()>.EOF
  <if(parser.tokens)>
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator="\n", wrap, anchor>
  <endif>

  <parser:(ctor)()>

  <namedActions.members>
```

```
  <funcs; separator="\n">


<if(sempredFuncs)>
  def sempred(self, localctx, ruleIndex, predIndex):
      if self._predicates == None:
          self._predicates = dict()
<parser.sempredFuncs.values:{f |
      self._predicates[<f.ruleIndex>] = self.<f.name>_sempred}; separator="\n        ">
      pred = self._predicates.get(ruleIndex,
 None)
      if pred is None:
          raise Exception("No predicate with index:" + str(ruleIndex))
      else:
          return pred(localctx, predIndex)

  <sempredFuncs.values; separator="\n">
<endif>



>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
def action(self, localctx, ruleIndex, actionIndex):
  if self._actions is None:
      actions = dict()
<recog.actionFuncs.values:{f|
      actions[<f.ruleIndex>] = self.<f.name>_action }; separator="\n">
      self._actions = actions
  action = self._actions.get(ruleIndex, None)
  if action is not None:
      action(localctx, actionIndex)
  else:
      raise Exception("No registered action for:" + str(ruleIndex))

<actionFuncs.values; separator="\n">

<endif>
<if(sempredFuncs)>
def sempred(self, localctx, ruleIndex, predIndex):
  if self._predicates is None:
      preds = dict()
<recog.sempredFuncs.values:{f|
      preds[<f.ruleIndex>] = self.<f.name>_sempred};
 separator="\n">
      self._predicates = preds
```

```
  pred = self._predicates.get(ruleIndex, None)
  if pred is not None:
     return pred(localctx, predIndex)
  else:
     raise Exception("No registered predicate for:" + str(ruleIndex))

<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<
def __init__(self, input, output=sys.stdout):
  super(<parser.name>, self).__init__(input, output=output)
  self.checkVersion("<file.ANTLRVersion>")
  self._interp = ParserATNSimulator(self, self.atn, self.decisionsToDFA, self.sharedContextCache)
  self._predicates = None

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<

def <r.name>_action(self, localctx , actionIndex):
<actions:{index|
<if(first(actions))>
  if actionIndex == <index>:
     <actions.(index)>
<elseif(rest(actions))>
  elif actionIndex == <index>:

    <actions.(index)>
<endif> }; separator="\n">
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
def <r.name>_sempred(self, localctx, predIndex):
  <actions:{index|
<if(first(actions))>
  if predIndex == <index>:
     return <actions.(index)>
<elseif(rest(actions))>
  elif predIndex == <index>:
     return <actions.(index)>
```

```
<endif> }; separator="\n">

>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<ruleCtx>

<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self<currentRule.args:{a | , <a.name>}>):

  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, self.state<currentRule.args:{a | , <a.name>}>)
  self.enterRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>)
  <namedActions.init>
  <locals; separator="\n">
   try:
      <code>
      <postamble; separator="\n">
      <namedActions.after>
  <if(exceptions)>
  <exceptions; separator="\n">
  <else>
  except RecognitionException as re:
      localctx.exception = re
      self._errHandler.reportError(self, re)
      self._errHandler.recover(self, re)
  <endif>
  finally:
      <finallyAction>
      self.exitRule()
  return localctx

>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

def <currentRule.name>(self, _p=0<if(currentRule.args)>, <args:{a | , <a>}><endif>):
  _parentctx = self._ctx
  _parentState = self.state
  localctx = <parser.name>.<currentRule.ctxType>(self, self._ctx, _parentState<args:{a | , <a.name>}>)
  _prevctx = localctx
```

```
  _startState = <currentRule.startState>
  self.enterRecursionRule(localctx, <currentRule.startState>, self.RULE_<currentRule.name>,
 _p)
  <namedActions.init>
  <locals; separator="\n">
  try:
     <code>
     <postamble; separator="\n">
     <namedActions.after>
  except RecognitionException as re:
     localctx.exception = re
     self._errHandler.reportError(self, re)
     self._errHandler.recover(self, re)
  finally:
     <finallyAction>
     self.unrollRecursionContexts(_parentctx)
  return localctx

>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>localctx = <parser.name>.<currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(self, localctx)<endif>
self.enterOuterAlt(localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
>>

LL1AltBlock(choice, preamble,
 alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\nel">
else:
  <error>

>>
```

```
LL1OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
token = self._input.LA(1)
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
  <alt>
  pass}; separator="\nel">
else:
  pass
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
if <expr>:
  <alts; separator="\n">

<!else if ( !(<followExpr>) ) <error>!>
>>


LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<preamble; separator="\n">
while <loopExpr>:
  <alts;
 separator="\n">
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  <iteration>

>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
<preamble; separator="\n">
while True:
  <alts; separator="\n">
  self.state = <choice.stateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  <iteration>
  if not (<loopExpr>):
     break

>>
```

```
// LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = _input.LT(1)<endif>
<preamble; separator="\n">
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt |
if la_ == <i>:
  <alt>
  pass
}; separator="\nel">

>>

OptionalBlock(choice, alts, error) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
la_ = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
<alts:{alt
|
if la_ == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
}; separator="\nel">

>>

StarBlock(choice, alts, sync, iteration) ::= <<
self.state = <choice.stateNumber>
self._errHandler.sync(self)
_alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
  if _alt==1<if(!choice.ast.greedy)>+1<endif>:
    <iteration>
    <alts> <! should only be one !>
  self.state = <choice.loopBackStateNumber>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

PlusBlock(choice, alts, error) ::= <<
self.state = <choice.blockStartStateNumber> <! alt block decision !>
self._errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>
while _alt!=<choice.exitAlt> and _alt!=ATN.INVALID_ALT_NUMBER:
```

```
  <alts:{alt|
if _alt == <i><if(!choice.ast.greedy)>+1<endif>:
  <alt>
};
 separator="\nel">
  else:
     <error>
  self.state = <choice.loopBackStateNumber> <! loopback/exit decision !>
  self._errHandler.sync(self)
  _alt = self._interp.adaptivePredict(self._input,<choice.decision>,self._ctx)

>>

Sync(s) ::= "sync(<s.expecting.name>)"

ThrowNoViableAlt(t) ::= "raise NoViableAltException(self)"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator=" or ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShiftVar(s.varName, bits.shift)>})> and ((1 \<\< <offsetShiftVar(s.varName,
bits.shift)>) & (<bits.ttypes:{ttype | (1 \<\< <offsetShiftType(ttype, bits.shift)>)};
 separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShiftVar(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

offsetShiftType(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<parser.name>.<shiftAmount> - <offset>)<else><parser.name>.<shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
```

```
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<parser.name>.<ttype>}; separator=" or ">
%>

cases(ttypes) ::= <<
if token in [<ttypes:{t | <parser.name>.<t>}; separator=", ">]:
>>

InvokeRule(r, argExprsChunks) ::= <<
self.state = <r.stateNumber>
<if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif>self.<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChu
nks>)
>>

MatchToken(m) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>self.match(<parser.name>.<m.name>)
>>

MatchSet(m,
 expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
self.state = <m.stateNumber>
<if(m.labels)><m.labels:{l | <labelref(l)> = }>self._input.LT(1)<endif>
<capture>
<if(invert)>if <m.varName> \<= 0 or <expr><else>if not(<expr>)<endif>:
<if(m.labels)><m.labels:{l |     <labelref(l)> = }><else>    <endif>self._errHandler.recoverInline(self)
else:
  self._errHandler.reportMatch(self)
  self.consume()
>>

Wildcard(w) ::= <<
self.state = <w.stateNumber>
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>self.matchWildcard()
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
```

```
self.state = <p.stateNumber>
if not <chunks>:
   from antlr4.error.Errors import FailedPredicateException
   raise FailedPredicateException(self, <p.predicate><if(failChunks)>,
 <failChunks><elseif(p.msg)>, <p.msg><endif>)
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
   <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg, grammar)      ::= "_type = <arg>"
LexerChannelCommand(arg, grammar)   ::= "_channel = <arg>"
LexerModeCommand(arg, grammar)      ::= "_mode = <arg>"
LexerPushModeCommand(arg, grammar)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "localctx.<a.name>"
LocalRef(a) ::= "localctx.<a.name>"
RetValueRef(a) ::= "localctx.<a.name>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType;
 null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType; null={Token}>"

TokenPropertyRef_text(t) ::= "(None if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.text)"
TokenPropertyRef_type(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.type()"
TokenPropertyRef_line(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.line)"
TokenPropertyRef_pos(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.column)"
TokenPropertyRef_channel(t) ::= "(0 if (<ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.channel)"
TokenPropertyRef_index(t) ::= "(0 if <ctx(t)>.<t.label> is None else <ctx(t)>.<t.label>.tokenIndex)"
TokenPropertyRef_int(t) ::= "(0 if <ctx(t)>.<t.label> is None else int(<ctx(t)>.<t.label>.text))"
```

```
RulePropertyRef_start(r) ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.start)"
RulePropertyRef_stop(r)  ::= "(None if <ctx(r)>.<r.label> is None else <ctx(r)>.<r.label>.stop)"
RulePropertyRef_text(r)  ::=
 "(None if <ctx(r)>.<r.label> is None else self._input.getText((<ctx(r)>.<r.label>.start,<ctx(r)>.<r.label>.stop)))"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "localctx.start"
ThisRulePropertyRef_stop(r)  ::= "localctx.stop"
ThisRulePropertyRef_text(r)  ::= "self._input.getText((localctx.start, self._input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "localctx"
ThisRulePropertyRef_parser(r)  ::= "self"

NonLocalAttrRef(s)     ::= "getInvokingContext(<s.ruleIndex>).<s.name>"
SetNonLocalAttr(s, rhsChunks)  ::= "getInvokingContext(<s.ruleIndex>).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "self.<t.name> = None # <TokenLabelType()>"
TokenTypeDecl(t) ::= "self.<t.name> = 0 # <TokenLabelType()> type"
TokenListDecl(t) ::= "self.<t.name> = list() # of <TokenLabelType()>s"
RuleContextDecl(r) ::= "self.<r.name> = None # <r.ctxName>"
RuleContextListDecl(rdecl)
 ::= "self.<rdecl.name> = list() # of <rdecl.ctxName>s"

ContextTokenGetterDecl(t)      ::= <<
def <t.name>(self):
  return self.getToken(<parser.name>.<t.name>, 0)
>>

// should never be called
ContextTokenListGetterDecl(t)  ::= <<
def <t.name>_list(self):
  return self.getTokens(<parser.name>.<t.name>)
>>

ContextTokenListIndexedGetterDecl(t)  ::= <<
def <t.name>(self, i=None):
  if i is None:
     return self.getTokens(<parser.name>.<t.name>)
  else:
     return self.getToken(<parser.name>.<t.name>, i)
>>

ContextRuleGetterDecl(r)       ::= <<
def <r.name>(self):
  return self.getTypedRuleContext(<parser.name>.<r.ctxName>,0)
```

```
>>

// should never be called
ContextRuleListGetterDecl(r)  ::= <<
def <r.name>_list(self):
  return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)

>>

ContextRuleListIndexedGetterDecl(r)  ::= <<
def <r.name>(self, i=None):
  if i is None:
     return self.getTypedRuleContexts(<parser.name>.<r.ctxName>)
  else:
      return self.getTypedRuleContext(<parser.name>.<r.ctxName>,i)

>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
*  r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)  ::= "_<ruleName>"
ImplicitSetLabel(id)   ::= "_tset<id>"
ListLabelName(label)   ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = self._input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = self._input.LA(1)"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers) ::= <<
class <struct.name>(<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif>):

  def __init__(self, parser, parent=None, invokingState=-1<struct.ctorAttrs:{a | , <a.name>=None}>):
     super(<parser.name>.<struct.name>, self).__init__(parent, invokingState)
     self.parser = parser
     <attrs:{a | <a>}; separator="\n">
     <struct.ctorAttrs:{a
| self.<a.name> = <a.name>}; separator="\n">

  <getters:{g | <g>}; separator="\n\n">

  def getRuleIndex(self):
     return <parser.name>.RULE_<struct.derivedFromName>
```

```
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
  def copyFrom(self, ctx):
     super(<parser.name>.<struct.name>, self).copyFrom(ctx)
     <struct.attrs:{a | self.<a.name> = ctx.<a.name>}; separator="\n">

<endif>
  <dispatchMethods; separator="\n">
  <extensionMembers; separator="\n">

>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
class <struct.name>(<currentRule.name; format="cap">Context):

  def __init__(self, parser, ctx): # actually a <parser.name>.<currentRule.name; format="cap">Context)
     super(<parser.name>.<struct.name>, self).__init__(parser)
     <attrs:{a | <a>}; separator="\n">
     self.copyFrom(ctx)

  <getters:{g | <g>}; separator="\n">

  <dispatchMethods; separator="\n">

>>

ListenerDispatchMethod(method)
 ::= <<
def <if(method.isEnter)>enter<else>exit<endif>Rule(self, listener):
  if hasattr(listener, "<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">"):
     listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)

>>

VisitorDispatchMethod(method) ::= <<
def accept(self, visitor):
  if hasattr(visitor, "visit<struct.derivedFromName; format="cap">"):
     return visitor.visit<struct.derivedFromName; format="cap">(self)
  else:
     return visitor.visitChildren(self)

>>

AttributeDecl(d) ::= "self.<d.name> = <if(d.initValue)><d.initValue><else>None<endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)>localctx.<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr? */
```

```
ctx(actionChunk) ::= "localctx"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "self.precpred(self._ctx, <opPrec>)"
recRuleSetReturnAction(src,name)
  ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                 ::= "self._ctx.stop = self._input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label) ::= <<
localctx = <parser.name>.<ctxName>Context(self, _parentctx, _parentState)
<if(label)>localctx.<label> = _prevctx<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
localctx = <parser.name>.<currentAltLabel; format="cap">Context(self, <parser.name>.<ruleName;
format="cap">Context(self, _parentctx, _parentState))
<if(label)>
<if(isListLabel)>
localctx.<label>.append(_prevctx)
<else>
localctx.<label> = _prevctx
<endif>
<endif>
self.pushNewRecursionContext(localctx, _startState, self.RULE_<ruleName>)
>>


recRuleReplaceContext(ctxName) ::= <<
localctx = <parser.name>.<ctxName>Context(self, localctx)
self._ctx = localctx
_prevctx = localctx
>>

recRuleSetPrevCtx() ::= <<
if
 self._parseListeners is not None:
   self.triggerExitRuleEvent()
_prevctx = localctx
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
# encoding: utf-8
from __future__ import print_function
from antlr4 import *
from io import StringIO
```

```
import sys

<namedActions.header>

<lexer>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<if(superClass)>
from .<superClass> import <superClass>

<endif>

<atn>

class <lexer.name>(<if(superClass)><superClass><else>Lexer<endif>):

  atn = ATNDeserializer().deserialize(serializedATN())

  decisionsToDFA = [ DFA(ds, i) for i, ds in enumerate(atn.decisionToState) ]

<if(lexer.channels)>
  <lexer.channels:{c| <c> = <lexer.channels.(c)>}; separator="\n">

<endif>
<if(rest(lexer.modes))>
  <rest(lexer.modes):{m| <m> = <i>}; separator="\n">

<endif>
  <lexer.tokens:{k | <k> = <lexer.tokens.(k)>}; separator="\n", wrap, anchor>

  channelNames = [ u"DEFAULT_TOKEN_CHANNEL",
 u"HIDDEN"<if (lexer.channels)>, <lexer.channels:{c| u"<c>"}; separator=", ", wrap, anchor><endif> ]

  modeNames = [ <lexer.modes:{m| u"<m>"}; separator=", ", wrap, anchor> ]

  literalNames = [ u"\<INVALID>",
        <lexer.literalNames:{t | u<t>}; separator=", ", wrap, anchor> ]

  symbolicNames = [ u"\<INVALID>",
        <lexer.symbolicNames:{t | u<t>}; separator=", ", wrap, anchor> ]

  ruleNames = [ <lexer.ruleNames:{r | u"<r>"}; separator=", ", wrap, anchor> ]

  grammarFileName = u"<lexer.grammarFileName>"

  def __init__(self, input=None, output=sys.stdout):
     super(<lexer.name>, self).__init__(input, output=output)
```

```
        self.checkVersion("<lexerFile.ANTLRVersion>")
        self._interp = LexerATNSimulator(self, self.atn, self.decisionsToDFA, PredictionContextCache())
        self._actions = None
        self._predicates = None

    <namedActions.members>

    <dumpActions(lexer, "", actionFuncs, sempredFuncs)>

>>

SerializedATN(model)
 ::= <<
<! only one segment, can be inlined !>

def serializedATN():
    with StringIO() as buf:
        buf.write(u"<model.serialized; wrap={")<\n>        buf.write(u"}>")
        return buf.getvalue()

>>

/** Using a type to init value map, try to init a type; if not in table
*  must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<pythonTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".py"

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/codegen/Python2/Python2.stg
No license file was found, but licenses were detected in source scan.

/*
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*  Copyright (c) 2012-2016 Sam Harwell
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*  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
*  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** templates used to generate make-compatible dependencies */

/** Generate "f : x, y, z" dependencies for input
*  dependencies and generated files. in and out
*  are File objects.  For example, you can say
*  <f.canonicalPath>
*/
dependencies(grammarFileName,in,out) ::= <<
<if(in)><grammarFileName>: <in; separator=", "><endif>
<out:{f | <f> : <grammarFileName>};
 separator="\n">
>>
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/depend.stg
No license file was found, but licenses were detected in source scan.

```
/*
[The "BSD licence"]
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```

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DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
/*
This file contains the actual layout of the messages emitted by ANTLR.
The text itself is coming out of the languages/*stg files, according to the chosen locale.
This file contains the format that mimicks GCC output.
*/

location(file, line, column) ::= "<file>:<line>:<column>:"

message(id, text) ::= "<text> [error <id>]"

report(location, message, type) ::= "<location> <type>: <message>"

wantsSingleLineMessage() ::= "true"

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/messages/formats/gnu.stg
No license file was found, but licenses were detected in source scan.

/*
* Copyright (c) 2012-2017 The ANTLR Project. All rights reserved.
* Use of this file is governed by the BSD 3-clause license that
* can be found in the LICENSE.txt file in the project root.
*/

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/ast/RuleRefAST.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/LL1AltBlock.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/chunk/TokenPropertyRef.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/gui/JFileChooserConfirmOverwrite.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/LL1Loop.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/ast/NotAST.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/SemPred.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/ast/GrammarAST.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/ThrowEarlyExitException.java

* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/ToolANTLRParser.java
*
 /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/CaptureNextTokenType.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/ElementFrequenciesVisitor.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/LeftRecursiveRuleFunction.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/ast/RangeAST.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/model/chunk/RulePropertyRef_start.java
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/LeftRecursiveRule.java
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*/

// File      : A3Lexer.g
// Author    : Jim Idle (jimi@temporal-wave.com)
// Copyright : Free BSD - See @header clause below
// Version   : First implemented as part of ANTLR 3.2 this is the self
//             hosting ANTLR 3 Lexer.
//
// Description
// -----------
// This is the definitive lexer grammar for parsing ANTLR V3.x.x grammars. All other
// gramnmars are
 derived from this grammar via source code control integration (perforce)
// or by the gdiff tool.
//
// This grammar and its associated grmmmars A3Parser.g and A3Walker.g exhibit the following
// traits, which are recommended for all production quality grammars:
//
// 1) They are separate grammars, not composite grammars;
// 2) They implement all supporting methods in a superclass (at least this is recommended
//    for language targets that support inheritence;
// 3) All errors are pushed as far down the parsing chain as possible, which means
//    that the lexer tries to defer error reporting to the parser, and the parser
//    tries to defer error reporting to a semantic phase consisting of a single
//    walk of the AST. The reason for this is that the error messages produced
//    from later phases of the parse will generally have better context and so
```

```
//    be more useful to the end user. Consider the message: "Syntax error at 'options'"
//    vs: "You cannot specify two options{}
 sections in a single grammar file".
// 4) The lexer is 'programmed' to catch common mistakes such as unterminated literals
//    and report them specifically and not just issue confusing lexer mismatch errors.
//

/** Read in an ANTLR grammar and build an AST.  Try not to do
*  any actions, just build the tree.
*
*  The phases are:
*
*  A3Lexer.g (this file)
*            A3Parser.g
*            A3Verify.g (derived from A3Walker.g)
*  assign.types.g
*  define.g
*  buildnfa.g
*  antlr.print.g (optional)
*  codegen.g
*
*  Terence Parr
*  University of San Francisco
*  2005
*  Jim Idle (this v3 grammar)
*  Temporal Wave LLC
*  2009
*/
lexer grammar ANTLRLexer;

// ============================================================================
// Note that while this grammar does not care about order of constructs
// that don't really matter, such as options before @header etc, it must first
// be parsed by the original v2 parser, before it replaces it. That parser
 does
// care about order of structures. Hence we are constrained by the v2 parser
// for at least the first bootstrap release that causes this parser to replace
// the v2 version.
// ============================================================================

// -------
// Options
//
// V3 option directives to tell the tool what we are asking of it for this
// grammar.
//
options {
```

```
 // Target language is Java, which is the default but being specific
 // here as this grammar is also meant as a good example grammar for
 // for users.
 //
 language      = Java;

 // The super class that this lexer should expect to inherit from, and
 // which contains any and all support routines for the lexer. This is
 // commented out in this baseline (definitive or normative grammar)
 // - see the ANTLR tool implementation for hints on how to use the super
 //   class
 //
 //superclass    = AbstractA3Lexer;
}

tokens { SEMPRED; TOKEN_REF; RULE_REF; LEXER_CHAR_SET; ARG_ACTION; }

// Include the copyright
 in this source and also the generated source
//
@lexer::header {
/*
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```

```
*/
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.runtime.misc.Interval;
}


@members {
 public static final int COMMENTS_CHANNEL = 2;

   public CommonTokenStream tokens; // track stream we push to; need for context info
   public boolean isLexerRule = false;

 public void grammarError(ErrorType etype, org.antlr.runtime.Token token, Object... args) { }

 /** scan backwards from current point in this.tokens list
  *  looking for the start of the rule or
 subrule.
  *  Return token or null if for some reason we can't find the start.
  */
 public Token getRuleOrSubruleStartToken() {
     if ( tokens==null ) return null;
  int i = tokens.index();
       int n = tokens.size();
       if ( i>=n ) i = n-1; // seems index == n as we lex
  while ( i>=0 && i<n) {
   int ttype = tokens.get(i).getType();
   if ( ttype == LPAREN || ttype == TOKEN_REF || ttype == RULE_REF ) {
    return tokens.get(i);
   }
   i--;
  }
  return null;
 }
}

// --------
// Comments
//
// ANTLR comments can be multi or single line and we don't care
// which particularly. However we also accept Javadoc style comments
// of the form: /** ... */ and we do take care to distinguish those
// from ordinary multi-line comments
// Note how we guide the lexical PATH because we want to issue a decriptive
// error message in case of a standalone '/' character, which makes no
// sense in ANTLR source code. We alo trap unterminated multi-line comments
//
fragment DOC_COMMENT : ;
```

```
COMMENT
@init
 {

 // Record the start line and offsets as if we need to report an
 // unterminated comment, then we want to show the start of the comment
 // we think is broken, not the end, where people will have to try and work
 // it out themselves.
 //
 int startLine = $line;
 int offset    = getCharPositionInLine();
}
  : // Eat the first character only, then see if we have a comment
    // or something silly.
    //
    '/'  // Comment introducer

    (
       // Single line comment, possibly with embedded src/line directives
       // in a similar style to the C pre-processor, allowing generated
       // code to refer the programmer back to the original source code
       // in case of error.
       //
       '/'
         (
            (' $ANTLR')=> ' $ANTLR' SRC
          | ~(NLCHARS)*
         )

      | // Multi-line comment, which may be a documentation comment
        // if it starts /** (note that we protect against accidentaly
         // recognizing a comment /**/ as a documentation comment
        //
        '*' (
            { input.LA(2) != '/'}?=> '*' { $type = DOC_COMMENT; }
          | { true }?=>  // Required to cover all alts with predicates
            )

           // Should we support embedded multiline comments here?
           //
           (
              // Pick out end of multiline comment and exit the loop
              // if we find it.
              //
              {    !(input.LA(1) == '*' && input.LA(2) == '/') }?

                // Anything else other than the non-greedy match of
                // the comment close sequence
```

```
                //
                .
            )*
        (
            // Look for the comment terminator, but if it is accidentally
            // unterminated, then we will hit EOF, which will trigger the
            // epsilon alt and hence we can issue an error
message relative
            // to the start of the unterminated multi-line comment
            //
            '*/'

          | // Unterminated comment!
            //
            {
              // ErrorManager.msg(Msg.UNTERMINATED_DOC_COMMENT, startLine, offset, $pos, startLine,
offset, $pos, (Object)null);
            }
         )

      | // There was nothing that made sense following the opening '/' and so
        // we issue an error regarding the malformed comment
        //
        {
          // TODO: Insert error message relative to comment start
          //
        }
    )
    {
      // We do not wish to pass the comments in to the parser. If you are
      // writing a formatter then you will want to preserve the comments off
      // channel, but could just skip and save token space if not.
      //
      $channel=COMMENTS_CHANNEL;
    }
  ;

ARG_OR_CHARSET
options {k=1;}
  :
 {isLexerRule}?=> LEXER_CHAR_SET {$type=LEXER_CHAR_SET;}
  |  {!isLexerRule}?=> ARG_ACTION
     {
     $type=ARG_ACTION;
     // Set the token text to our gathered string minus outer [ ]
     String t = $text;
     t = t.substring(1,t.length()-1);
     setText(t);
```

```
      }
  ;

fragment
LEXER_CHAR_SET
 : '['
  ( '\\' ~('\r'|'\n')
  | ~('\r'|'\n'|'\\'|']')
  )*
  ']'
 ;

// ---------------
// Argument specs
//
// Certain argument lists, such as those specifying call parameters
// to a rule invocation, or input parameters to a rule specification
// are contained within square brackets. In the lexer we consume them
// all at once and sort them out later in the grammar analysis.
//
fragment
ARG_ACTION
 : '['
       (
          ARG_ACTION

        | ('"')=>ACTION_STRING_LITERAL

        | ('\'')=>ACTION_CHAR_LITERAL

        | ~('['|']')
      )*

      ']'
 ;

// -------
// Actions
//
// Other than making sure to distinguish between { and } embedded
//
 within what we have assumed to be literals in the action code, the
// job of the lexer is merely to gather the code within the action
// (delimited by {}) and pass it to the parser as a single token.
// We know that this token will be asked for its text somewhere
// in the upcoming parse, so setting the text here to exclude
// the delimiting {} is no additional overhead.
//
```

```
ACTION
 : NESTED_ACTION
  ( '?' {$type = SEMPRED;}
   ( (WSNLCHARS* '=>') => WSNLCHARS* '=>' // v3 gated sempred
    {
    Token t = new CommonToken(input, state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-1);
    t.setLine(state.tokenStartLine);
    t.setText(state.text);
    t.setCharPositionInLine(state.tokenStartCharPositionInLine);
    grammarError(ErrorType.V3_GATED_SEMPRED, t);
    }
   )?
  )?
 ;

// ----------------
// Action structure
//
// Many language targets use {} as block delimiters and so we
// must recursively match {} delimited blocks to balance the
// braces. Additionally, we
 must make some assumptions about
// literal string representation in the target language. We assume
// that they are delimited by ' or " and so consume these
// in their own alts so as not to inadvertantly match {}.
// This rule calls itself on matching a {
//
fragment
NESTED_ACTION
@init {

 // Record the start line and offsets as if we need to report an
 // unterminated block, then we want to show the start of the comment
 // we think is broken, not the end, where people will have to try and work
 // it out themselves.
 //
 int startLine = getLine();
 int offset    = getCharPositionInLine();
}

   : // Action and other blocks start with opening {
     //
   '{'
     (
     // And now we can match one of a number of embedded
     // elements within the action until we find a
     // } that balances the opening {. If we do not find
     // the balanced } then we will hit EOF and can issue
```

```
    // an error message about the brace that we belive to
    // be mismatched. This won't be
foolproof but we will
    // be able to at least report an error against the
    // opening brace that we feel is in error and this will
    // guide the user to the correction as best we can.
    //


      // An embedded {} block
     //
     NESTED_ACTION

     | // What appears to be a literal
       //
       ACTION_CHAR_LITERAL

     | // We have assumed that the target language has C/Java
       // type comments.
       //
       COMMENT

     | // What appears to be a literal
       //
       ACTION_STRING_LITERAL

    | // What appears to be an escape sequence
      //
      ACTION_ESC

    | // Some other single character that is not
      // handled above
      //
      ~('\\'|'"'|'\''|'/'|'{'|'}')

    )*

(
    // Correctly balanced closing brace
    //
    '}'

  | // Looks like have an imblanced {} block, report
    // with respect to the opening brace.
    //
    {
       // TODO: Report imbalanced {}
```

```
   System.out.println("Block starting  at line " + startLine + " offset " + (offset+1) + " contains imbalanced {} or is missing a }");
    }
)
 ;


// Keywords
// --------
// keywords used to specify ANTLR v3 grammars. Keywords may not be used as
// labels for rules or in any other context where they would be ambiguous
// with the keyword vs some other identifier
// OPTIONS, TOKENS, and CHANNELS must also consume the opening brace that captures
// their option block, as this is the easiest way to parse it separate
// to an ACTION block, despite it using the same {} delimiters.
//
OPTIONS      : 'options'  WSNLCHARS* '{'  ;
TOKENS_SPEC  : 'tokens'   WSNLCHARS* '{'  ;
CHANNELS     : 'channels' WSNLCHARS* '{'  ;

IMPORT       : 'import'              ;
FRAGMENT     : 'fragment'            ;
LEXER        : 'lexer'               ;
PARSER       : 'parser'              ;
GRAMMAR      : 'grammar'             ;
TREE_GRAMMAR : 'tree' WSNLCHARS* 'grammar' ;
PROTECTED    : 'protected'
     ;
PUBLIC       : 'public'              ;
PRIVATE      : 'private'             ;
RETURNS      : 'returns'             ;
LOCALS       : 'locals'              ;
THROWS       : 'throws'              ;
CATCH        : 'catch'               ;
FINALLY      : 'finally'             ;
MODE         : 'mode'                ;

// -----------
// Punctuation
//
// Character sequences used as separators, delimters, operators, etc
//
COLON        : ':'
           {
           // scan backwards, looking for a RULE_REF or TOKEN_REF.
           // which would indicate the start of a rule definition.
           // If we see a LPAREN, then it's the start of the subrule.
           // this.tokens is the token string we are pushing into, so
```

```
            // just loop backwards looking for a rule definition. Then
            // we set isLexerRule.
            Token t = getRuleOrSubruleStartToken();
            if ( t!=null ) {
                if ( t.getType()==RULE_REF
 ) isLexerRule = false;
                else if ( t.getType()==TOKEN_REF ) isLexerRule = true;
                // else must be subrule; don't alter context
            }
            }
          ;
COLONCOLON   : '::'                ;
COMMA        : ','                 ;
SEMI         : ';'                 ;
LPAREN       : '('                 ;
RPAREN       : ')'                 ;
RARROW       : '->'                ;
LT           : '<'                 ;
GT           : '>'                 ;
ASSIGN       : '='                 ;
QUESTION     : '?'                 ;
SYNPRED      : '=>'
     {
      Token t = new CommonToken(input, state.type, state.channel,
                          state.tokenStartCharIndex, getCharIndex()-1);
   t.setLine(state.tokenStartLine);
   t.setText(state.text);
   t.setCharPositionInLine(state.tokenStartCharPositionInLine);
   grammarError(ErrorType.V3_SYNPRED, t);
           $channel=HIDDEN;
   }
          ;
STAR         : '*'                 ;
PLUS         : '+'                 ;
PLUS_ASSIGN  : '+='                ;
OR           : '|'                 ;
DOLLAR       : '$'                 ;
DOT      : '.'                 ; // can be WILDCARD or DOT in qid or imported rule ref
RANGE        : '..'                ;
AT           : '@'                 ;
POUND        : '#'                 ;
NOT          : '~'                 ;
RBRACE       : '}'                 ;

/** Allow unicode rule/token names */
ID   : a=NameStartChar NameChar*
   {
   if ( Grammar.isTokenName($a.text) ) $type = TOKEN_REF;
```

```
   else $type = RULE_REF;
   }
  ;

fragment
NameChar    :   NameStartChar
        |   '0'..'9'
        |   '_'
        |   '\u00B7'
        |   '\u0300'..'\u036F'
        |   '\u203F'..'\u2040'
        ;

fragment
NameStartChar
        :   'A'..'Z' | 'a'..'z'
        |   '\u00C0'..'\u00D6'
        |   '\u00D8'..'\u00F6'
         |   '\u00F8'..'\u02FF'
        |   '\u0370'..'\u037D'
        |   '\u037F'..'\u1FFF'
        |   '\u200C'..'\u200D'
        |   '\u2070'..'\u218F'
        |   '\u2C00'..'\u2FEF'
        |   '\u3001'..'\uD7FF'
        |   '\uF900'..'\uFDCF'
        |   '\uFDF0'..'\uFEFE'
        |   '\uFF00'..'\uFFFD'
        ; // ignores | ['\u10000-'\uEFFFF] ;

// ----------------------------
// Literals embedded in actions
//
// Note that we have made the assumption that the language used within
// actions uses the fairly standard " and ' delimiters for literals and
// that within these literals, characters are escaped using the \ character.
// There are some languages which do not conform to this in all cases, such
// as by using /string/ and so on. We will have to deal with such cases if
// if they come up in targets.
//

// Within actions, or other structures that are not part of the ANTLR
// syntax, we may encounter literal characters. Within
 these, we do
// not want to inadvertantly match things like '}' and so we eat them
// specifically. While this rule is called CHAR it allows for the fact that
// some languages may use/allow ' as the string delimiter.
//
```

```
fragment
ACTION_CHAR_LITERAL
 : '\'' (('\\')=>ACTION_ESC | ~'\'' )* '\''
 ;

// Within actions, or other structures that are not part of the ANTLR
// syntax, we may encounter literal strings. Within these, we do
// not want to inadvertantly match things like '}' and so we eat them
// specifically.
//
fragment
ACTION_STRING_LITERAL
 : '"' (('\\')=>ACTION_ESC | ~'"')* '"'
 ;

// Within literal strings and characters that are not part of the ANTLR
// syntax, we must allow for escaped character sequences so that we do not
// inadvertantly recognize the end of a string or character when the terminating
// delimiter has been esacped.
//
fragment
ACTION_ESC
 : '\\' .
 ;

// -------
// Integer
//
// Obviously (I hope) match an aribtrary long sequence of digits.
//
INT :
 ('0'..'9')+
   ;

// -----------
// Source spec
//
// A fragment rule for picking up information about an origrinating
// file from which the grammar we are parsing has been generated. This allows
// ANTLR to report errors against the originating file and not the generated
// file.
//
fragment
SRC : 'src' WSCHARS+ file=ACTION_STRING_LITERAL WSCHARS+ line=INT
    {
      // TODO: Add target specific code to change the source file name and current line number
      //
    }
```

```
  ;

// --------------
// Literal string
//
// ANTLR makes no disticintion between a single character literal and a
// multi-character string. All literals are single quote delimited and
// may contain unicode escape sequences of the form \uxxxx or \u{xxxxxx},
// where x is a valid hexadecimal number.
STRING_LITERAL
  :  '\'' ( ( ESC_SEQ | ~('\\'|'\''|'\r'|'\n') ) )*
     (    '\''
     |    // Unterminated string literal
          {
          Token t = new CommonToken(input, state.type, state.channel,
 state.tokenStartCharIndex, getCharIndex()-1);
          t.setLine(state.tokenStartLine);
          t.setText(state.text);
          t.setCharPositionInLine(state.tokenStartCharPositionInLine);
          grammarError(ErrorType.UNTERMINATED_STRING_LITERAL, t);
          }
     )
  ;

// A valid hex digit specification
//
fragment
HEX_DIGIT : ('0'..'9'|'a'..'f'|'A'..'F') ;

// Any kind of escaped character that we can embed within ANTLR
// literal strings.
//
fragment
ESC_SEQ
  : '\\'
     (
          // The standard escaped character set such as tab, newline, etc...
       'b'|'t'|'n'|'f'|'r'|'\''|'\\'

       | // A Java style Unicode escape sequence
         UNICODE_ESC

         | // A Swift/Hack style Unicode escape sequence
           UNICODE_EXTENDED_ESC

       | // An illegal escape seqeunce
         ~('b'|'t'|'n'|'f'|'r'|'\''|'\\'|'u') // \x for any invalid x (make sure to match char here)
         {
```

```
            Token t = new CommonToken(input,
 state.type, state.channel, getCharIndex()-2, getCharIndex()-1);
            t.setText(t.getText());
            t.setLine(input.getLine());
            t.setCharPositionInLine(input.getCharPositionInLine()-2);
            grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE, t, input.substring(getCharIndex()-
2,getCharIndex()-1));
        }
      )
  ;

fragment
UNICODE_ESC
@init {

 // Flag to tell us whether we have a valid number of
 // hex digits in the escape sequence
 //
 int hCount = 0;
}
  :   'u' // Leadin for unicode escape sequence

      // We now require 4 hex digits. Note though
      // that we accept any number of characters
      // and issue an error if we do not get 4. We cannot
      // use an inifinite count such as + because this
      // might consume too many, so we lay out the lexical
      // options and issue an error at the invalid paths.
      //
   (
     (
       HEX_DIGIT  { hCount++; }

    (
            HEX_DIGIT  { hCount++; }
          (
             HEX_DIGIT  { hCount++; }
             (
                // Four valid hex digits, we are good
                //
                HEX_DIGIT { hCount++; }

              | // Three valid digits
             )

            | // Two valid digits
          )
```

```
            | // One valid digit
        )
         )
        | // No valid hex digits at all
    )

    // Now check the digit count and issue an error if we need to
    //
    {
     if (hCount < 4) {
    Interval badRange = Interval.of(getCharIndex()-2-hCount, getCharIndex());
    String lastChar = input.substring(badRange.b, badRange.b);
    if ( lastChar.codePointAt(0)=='\' ) {
     badRange.b--;
    }
    String bad = input.substring(badRange.a, badRange.b);
    Token t = new CommonToken(input, state.type, state.channel, badRange.a, badRange.b);
    t.setLine(input.getLine());
    t.setCharPositionInLine(input.getCharPositionInLine()-hCount-2);
    grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE,
 t, bad);
     }
    }
   ;

fragment
UNICODE_EXTENDED_ESC
   :   'u{' // Leadin for unicode extended escape sequence

       HEX_DIGIT+ // One or more hexadecimal digits

       '}' // Leadout for unicode extended escape sequence

       // Now check the digit count and issue an error if we need to
       {
          int numDigits = getCharIndex()-state.tokenStartCharIndex-6;
          if (numDigits > 6) {
             Token t = new CommonToken(input, state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-
1);
             t.setText(t.getText());
             t.setLine(input.getLine());
             t.setCharPositionInLine(input.getCharPositionInLine()-numDigits);
             grammarError(ErrorType.INVALID_ESCAPE_SEQUENCE, t,
input.substring(state.tokenStartCharIndex,getCharIndex()-1));
    }
       }
   ;
```

```
// ----------
//
 Whitespace
//
// Characters and character constructs that are of no import
// to the parser and are used to make the grammar easier to read
// for humans.
//
WS
  : (
    ' '
     | '\t'
     | '\r'
     | '\n'
     | '\f'
   )+
   {$channel=HIDDEN;}
  ;

// A fragment rule for use in recognizing end of line in
// rules like COMMENT.
//
fragment
NLCHARS
  : '\n' | '\r'
  ;

// A fragment rule for recognizing traditional whitespace
// characters within lexer rules.
//
fragment
WSCHARS
  : ' ' | '\t' | '\f'
  ;

// A fragment rule for recognizing both traditional whitespace and
// end of line markers, when we don't care to distinguish but don't
// want any action code going on.
//
fragment
WSNLCHARS
  : ' ' | '\t' | '\f' | '\n' | '\r'
  ;

// This rule allows ANTLR 4 to parse grammars using the UTF-8 encoding with a
// byte order mark. Since this Unicode character doesn't appear as a token
// anywhere else in the grammar, we can simply skip all instances
```

```
 of it without
// problem. This rule will not break usage of \uFEFF inside a LEXER_CHAR_SET or
// STRING_LITERAL.
UnicodeBOM
  :   '\uFEFF' {skip();}
  ;

// ------------------
// Illegal Character
//
// This is an illegal character trap which is always the last rule in the
// lexer specification. It matches a single character of any value and being
// the last rule in the file will match when no other rule knows what to do
// about the character. It is reported as an error but is not passed on to the
// parser. This means that the parser to deal with the gramamr file anyway
// but we will not try to analyse or code generate from a file with lexical
// errors.
//
ERRCHAR
  : .
    {
      Token t = new CommonToken(input, state.type, state.channel, state.tokenStartCharIndex, getCharIndex()-1);
      t.setLine(state.tokenStartLine);
      t.setText(state.text);
      t.setCharPositionInLine(state.tokenStartCharPositionInLine);
      String msg = getTokenErrorDisplay(t)
 + " came as a complete surprise to me";
      grammarError(ErrorType.SYNTAX_ERROR, t, msg);
      state.syntaxErrors++;
      skip();
    }
  ;

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/ANTLRLexer.g
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*/

SwiftTypeInitMap ::= [
 "Int":"0",
 "Int64":"0",
 "Float":"0.0",
 "Double":"0.0",
 "Bool":"false",
 default:"nil" // anything other than a primitive type is an object
]
SwiftTypeMap ::= [
 "int":"Int",
 "float":"Float",
 "long":"Int64",
 "double":"Double",
 "bool":"Bool",
 "boolean":"Bool",
 default : key
]
// args must be <object-model-object>,
 <fields-resulting-in-STs>

accessLevelOpenOK(obj) ::= "<obj.accessLevel; null=\"open\">"
accessLevelNotOpen(obj) ::= "<obj.accessLevel; null=\"public\">"

ParserFile(file, parser, namedActions,contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
```

```
<endif>
<namedActions.header>
import Antlr4

<parser>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This interface defines a complete listener for a parse tree produced by
* {@link <file.parserName>}.
*/
<accessLevelNotOpen(file)> protocol <file.grammarName>Listener: ParseTreeListener {
 <file.listenerNames:{lname |
/**
<if(file.listenerLabelRuleNames.(lname))>
* Enter a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
 * Enter a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
- Parameters:
  - ctx: the parse tree
*/
func enter<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context)
/**
<if(file.listenerLabelRuleNames.(lname))>
* Exit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.listenerLabelRuleNames.(lname)>\}.
<else>
* Exit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
- Parameters:
  - ctx: the parse tree
*/
func exit<lname; format="cap">(_ ctx: <file.parserName>.<lname; format="cap">Context)}; separator="\n">
}
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>

import Antlr4


/**
* This class provides an empty implementation of {@link <file.grammarName>Listener},
* which can be extended to create a listener which only needs to handle
 a subset
* of the available methods.
*/
<accessLevelOpenOK(file)> class <file.grammarName>BaseListener: <file.grammarName>Listener {
    <accessLevelNotOpen(file)> init() { \}
 <file.listenerNames:{lname |

/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
<accessLevelOpenOK(file)> func enter<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) { \}
/**
* {@inheritDoc\}
*
* \<p>The default implementation does nothing.\</p>
*/
<accessLevelOpenOK(file)> func exit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) { \}}; separator="\n">

 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func enterEveryRule(_ ctx: ParserRuleContext) { }
 /**
  * {@inheritDoc\}
  *
  * \<p>The default implementation does nothing.\</p>
  */
 <accessLevelOpenOK(file)> func exitEveryRule(_ ctx: ParserRuleContext) { }
 /**
  * {@inheritDoc\}
  *
```

```
 * \<p>The default
 implementation does nothing.\</p>
 */
 <accessLevelOpenOK(file)> func visitTerminal(_ node: TerminalNode) { }
 /**
 * {@inheritDoc\}
 *
 * \<p>The default implementation does nothing.\</p>
 */
 <accessLevelOpenOK(file)> func visitErrorNode(_ node: ErrorNode) { }
}
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This interface defines a complete generic visitor for a parse tree produced
* by {@link <file.parserName>}.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
<accessLevelOpenOK(file)> class <file.grammarName>Visitor\<T>: ParseTreeVisitor\<T> {
 <file.visitorNames:{lname |
/**
<if(file.visitorLabelRuleNames.(lname))>
* Visit a parse tree produced by the {@code <lname>\}
* labeled alternative in {@link <file.parserName>#<file.visitorLabelRuleNames.(lname)>\}.
<else>
 * Visit a parse tree produced by {@link <file.parserName>#<lname>\}.
<endif>
- Parameters:
 - ctx: the parse tree
- returns: the visitor result
*/
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T {
 fatalError(#function + " must be overridden")
\}
}; separator="\n">
}
>>
```

```
BaseVisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
<!package <file.genPackage>;!>
<endif>
<header>
import Antlr4

/**
* This class provides an empty implementation of {@link <file.grammarName>Visitor},
* which can be extended to create a visitor which only needs to handle a subset
* of the available methods.
*
* @param \<T> The return type of the visit operation. Use {@link Void} for
* operations with no return type.
*/
<accessLevelOpenOK(file)> class <file.grammarName>BaseVisitor\<T>: AbstractParseTreeVisitor\<T> {
 <file.visitorNames:{lname |
/**
*
 {@inheritDoc\}
*
* \<p>The default implementation returns the result of calling
* {@link #visitChildren\} on {@code ctx\}.\</p>
*/
<accessLevelOpenOK(file)> func visit<lname; format="cap">(_ ctx: <file.parserName>.<lname;
format="cap">Context) -> T? { return visitChildren(ctx) \}}; separator="\n">
}
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
// Generated from <grammarFileName; format="java-escape"> by ANTLR <ANTLRVersion>
>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
<!//@SuppressWarnings({"all", "warnings", "unchecked", "unused", "cast"})!>
<accessLevelOpenOK(parser)> class <parser.name>: <superClass; null="Parser"> {

 internal static var _decisionToDFA: [DFA] = {
        var decisionToDFA = [DFA]()
        let length = <parser.name>._ATN.getNumberOfDecisions()
        for i in 0..\<length {
         <!// decisionToDFA[i] = DFA(<parser.name>._ATN.getDecisionState(i)!,
```

```
i);!>
        decisionToDFA.append(DFA(<parser.name>._ATN.getDecisionState(i)!, i))
       }
       return decisionToDFA
  }()

internal static let _sharedContextCache = PredictionContextCache()

<if(parser.tokens)>
<accessLevelNotOpen(parser)>
enum Tokens: Int {
 case EOF = -1, <parser.tokens:{k | <k> = <parser.tokens.(k)>}; separator=", ", wrap, anchor>
}
    <endif>

<accessLevelNotOpen(parser)>
static let <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>

<accessLevelNotOpen(parser)>
static let ruleNames: [String] = [
 <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
]

<vocabulary(parser.literalNames, parser.symbolicNames,
            accessLevelNotOpen(parser))>

override <accessLevelOpenOK(parser)>
func getGrammarFileName() -> String { return "<parser.grammarFileName; format="java-escape">" }

override <accessLevelOpenOK(parser)>
func getRuleNames() -> [String] { return
<parser.name>.ruleNames }

override <accessLevelOpenOK(parser)>
func getSerializedATN() -> String { return <parser.name>._serializedATN }

override <accessLevelOpenOK(parser)>
func getATN() -> ATN { return <parser.name>._ATN }

<namedActions.members>
<parser:(ctor)()>
<funcs; separator="\n">

<if(sempredFuncs)>
override <accessLevelOpenOK(parser)>
func sempred(_ _localctx: RuleContext?, _ ruleIndex: Int,  _ predIndex: Int)throws -> Bool {
 switch (ruleIndex) {
 <parser.sempredFuncs.values:{f|
```

```
case  <f.ruleIndex>:
 return try <f.name>_sempred(_localctx?.castdown(<f.ctxType>.self), predIndex)}; separator="\n">
    default: return true
  }
  <!return true;!>
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>

 <accessLevelNotOpen(parser)>
 static let _serializedATN = <parser.name>ATN().jsonString

 <accessLevelNotOpen(parser)>
 static let _ATN = ATNDeserializer().deserializeFromJson(_serializedATN)
}
>>

vocabulary(literalNames, symbolicNames, accessLevel) ::= <<
private
 static let _LITERAL_NAMES: [String?] = [
 <literalNames:{t | <t>}; null="nil", separator=", ", wrap, anchor>
]
private static let _SYMBOLIC_NAMES: [String?] = [
 <symbolicNames:{t | <t>}; null="nil", separator=", ", wrap, anchor>
]
<accessLevel>
static let VOCABULARY = Vocabulary(_LITERAL_NAMES, _SYMBOLIC_NAMES)
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
override <accessLevelOpenOK(parser)>
func action(_ _localctx: RuleContext?,  _ ruleIndex: Int, _ actionIndex: Int) throws {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex>:
 <f.name>_action((_localctx as <f.ctxType>?), actionIndex)
  }; separator="\n">
 default: break
 }
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
override <accessLevelOpenOK(parser)>
func sempred(_ _localctx: RuleContext?, _  ruleIndex: Int,_   predIndex: Int) throws -> Bool {
```

```
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex>:
 return try <f.name>_sempred(_localctx?.castdown(<f.ctxType>.self),
 predIndex)}; separator="\n">
 default: return true
 }
 <!return true;!>
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(p) ::= <<

override <accessLevelOpenOK(parser)>
func getVocabulary() -> Vocabulary {
   return <p.name>.VOCABULARY
}

override <accessLevelNotOpen(parser)>
init(_ input:TokenStream) throws {
   RuntimeMetaData.checkVersion("4.7.2", RuntimeMetaData.VERSION)
 try super.init(input)
 _interp = ParserATNSimulator(self,<p.name>._ATN,<p.name>._decisionToDFA,
<parser.name>._sharedContextCache)
}

>>

/* This generates a private method since the actionIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private func <r.name>_action(_ _localctx: <r.ctxType>?,  _ actionIndex: Int) {
 switch (actionIndex) {
 <actions:{index|
case <index>:
 <actions.(index)>
  }; separator="\n">
  default: break
 }
}
>>

/* This generates a private method since the predIndex
 is generated, making an
* overriding implementation impossible to maintain.
```

```
*/
RuleSempredFunction(r, actions) ::= <<
private func <r.name>_sempred(_ _localctx: <r.ctxType>!,  _ predIndex: Int) throws -> Bool {
 switch (predIndex) {
 <actions:{index|
  case <index>:return <actions.(index)>}; separator="\n">
    default: return true
 }
 <!return true;!>
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<
<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">
@discardableResult
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelOpenOK(parser)> func
<endif><currentRule.name>(<if(first(args))>_ <endif><args; separator=", _">) throws -> <currentRule.ctxType> {
 var _localctx: <currentRule.ctxType> = <currentRule.ctxType>(_ctx, getState()<currentRule.args:{a | ,
<a.name>}>)
 try enterRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>)
 <namedActions.init>
 <locals;
 separator="\n">
 defer {
    <finallyAction>
    try! exitRule()
  }
 do {
<if(currentRule.hasLookaheadBlock)>
  var _alt:Int
<endif>
   <code>
 <postamble; separator="\n">
  <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
 catch ANTLRException.recognition(let re) {
  _localctx.exception = re
  _errHandler.reportError(self, re)
  try _errHandler.recover(self, re)
 }
 <endif>

 return _localctx
```

```
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else> <accessLevelNotOpen(parser)> final <endif>
func <currentRule.name>( <if(first(args))>_ <endif><args; separator=", _">) throws -> <currentRule.ctxType>   {
 return try <currentRule.name>(0<currentRule.args:{a | , <a.name>}>)
}
@discardableResult
private func <currentRule.name>(_
 _p<args:{a | , <a>}>: Int) throws -> <currentRule.ctxType>   {
 let _parentctx: ParserRuleContext? = _ctx
 var _parentState: Int = getState()
 var _localctx: <currentRule.ctxType> = <currentRule.ctxType>(_ctx, _parentState<currentRule.args:{a | ,
<a.name>}>)
 var  _prevctx: <currentRule.ctxType> = _localctx
 var _startState: Int = <currentRule.startState>
 try enterRecursionRule(_localctx, <currentRule.startState>, <parser.name>.RULE_<currentRule.name>, _p)
 <namedActions.init>
 <locals; separator="\n">
 defer {
    <finallyAction>
    try! unrollRecursionContexts(_parentctx)
  }
 do {
<if(currentRule.hasLookaheadBlock)>
  var _alt: Int
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch ANTLRException.recognition(let re) {
  _localctx.exception = re
  _errHandler.reportError(self, re)
  try _errHandler.recover(self, re)
 }

 return _localctx;
}
>>
```

```
CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx
 =  <currentOuterMostAltCodeBlock.altLabel; format="cap">Context(_localctx);<endif>
try enterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>)
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
<!//{!>
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
<!//}!>
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
<preamble; separator="\n">
switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
<choice.altLook,alts:{look,alt | <cases(ttypes=look)>
 <alt>
 break}; separator="\n">
default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
switch (<parser.name>.Tokens(rawValue: try _input.LA(1))!) {
<choice.altLook,alts:{look,alt|
 <cases(ttypes=look)>
 <alt>
 break}; separator="\n">
default:
 break
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
```

```
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 setState(<choice.loopBackStateNumber>)
 try _errHandler.sync(self)
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
setState(<choice.blockStartStateNumber>) <! alt block decision !>
try _errHandler.sync(self)
<preamble; separator="\n">
repeat {
 <alts; separator="\n">
 setState(<choice.stateNumber>); <! loopback/exit decision !>
 try _errHandler.sync(self)
 <iteration>
} while (<loopExpr>)
>>

// LL(*) stuff

AltBlock(choice,
 preamble, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
<if(choice.label)><labelref(choice.label)> = try _input.LT(1)<endif>
<preamble; separator="\n">
switch(try getInterpreter().adaptivePredict(_input,<choice.decision>, _ctx)) {
<alts:{alt |
case <i>:
 <alt>
 break}; separator="\n">
default: break
}
>>

OptionalBlock(choice, alts, error) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
```

```
switch (try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break}; separator="\n">
default: break
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
setState(<choice.stateNumber>)
try _errHandler.sync(self)
_alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
while (_alt != <choice.exitAlt> && _alt != ATN.INVALID_ALT_NUMBER) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one !>
 }
 setState(<choice.loopBackStateNumber>)
 try
 _errHandler.sync(self)
 _alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
}
>>

PlusBlock(choice, alts, error) ::= <<
setState(<choice.blockStartStateNumber>); <! alt block decision !>
try _errHandler.sync(self)
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
repeat {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break}; separator="\n">
 default:
  <error>
 }
 setState(<choice.loopBackStateNumber>); <! loopback/exit decision !>
 try _errHandler.sync(self)
 _alt = try getInterpreter().adaptivePredict(_input,<choice.decision>,_ctx)
} while (_alt != <choice.exitAlt> && _alt !=  ATN.INVALID_ALT_NUMBER)
>>

Sync(s) ::= "sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw ANTLRException.recognition(e: NoViableAltException(self))"
```

```
TestSetInline(s) ::= <<
<!<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator="
 || ">!>
//closure
{ () -> Bool in
    <if(rest(s.bitsets))>var<else>let<endif> testSet: Bool = <first(s.bitsets):{bits |
<if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s, bits)><endif>}>
        <rest(s.bitsets):{bits | testSet = testSet || <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s,
bits)><else><bitsetInlineComparison(s, bits)><endif>}; separator="\n">
    return testSet
}()
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <<
<!(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1 \<\< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ttype | (1 \<\< <offsetShift(ttype, bits.shift)>)}; separator=" | ">)) != 0)!>
{  () -> Bool in
   <! let test: Bool =
 (<testShiftInRange({<offsetShift(s.varName, bits.shift)>})>)!>
  <!var temp: Int64 =  Int64(<offsetShift(s.varName, bits.shift)>)!>
  <!temp = (temp \< 0) ? (64 + (temp % 64 )) : (temp % 64)!>
  <!let test1: Int64 = (Int64(1) \<\< temp)!>
  <!var test2: Int64 = (<first(bits.ttypes):{ttype | Utils.bitLeftShift(<offsetShift(parserName(ttype), bits.shift)>)}>)!>
  <!<rest(bits.ttypes):{ttype | test2 = test2 | Utils.bitLeftShift(<offsetShift(parserName(ttype), bits.shift)>)};
separator="\n">!>
  let testArray: [Int] = [<s.varName>, <bits.ttypes:{ttype |<parserName(ttype)>}; separator=",">]
  <!var test2: Int64 = Utils.testBitLeftShiftArray(testArray)!>
   return  Utils.testBitLeftShiftArray(testArray, <bits.shift>)
}()
>>

isZero ::= [
"0": true,
default: false
]
parserName(ttype) ::= <%
<parser.name>.Tokens.<ttype>.rawValue
%>
offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>
```

```
// produces more efficient bytecode
 when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName> == <parser.name>.Tokens.<ttype>.rawValue}; separator=" || ">
%>

cases(ttypes) ::= <<
<trunc(ttypes): {t | case .<t>:fallthrough}  ; separator="\n">
<last(ttypes): {t | case .<t>:}  ; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
setState(<r.stateNumber>)
<if(r.labels)>
try {
  let assignmentValue = try
<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>)
  <r.labels:{l | <labelref(l)> = assignmentValue} ; separator="\n">
    }()
<else>try
<r.name>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><argExprsChunks>)<endif>
>>

MatchToken(m) ::= <<
setState(<m.stateNumber>)
<if(m.labels)>
try {
  let assignmentValue = try match(<parser.name>.Tokens.<m.name>.rawValue)
  <m.labels:{l | <labelref(l)> = assignmentValue}  ; separator="\n">
    }()
<else>try match(<parser.name>.Tokens.<m.name>.rawValue)<endif>
>>

MatchSet(m,
 expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
setState(<m.stateNumber>)
<if(m.labels)><m.labels:{l | <labelref(l)> = }>try _input.LT(1)<endif>
<capture>
if (<if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>)) {
 <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>try _errHandler.recoverInline(self)<if(m.labels)> as
Token<endif>
}
else {
```

```
 _errHandler.reportMatch(self)
 try consume()
}
>>

Wildcard(w) ::= <<
setState(<w.stateNumber>)
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>try matchWildcard();
>>

// ACTION STUFF

Action(a, foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
setState(<p.stateNumber>)
if (!(<chunks>)) {
  throw ANTLRException.recognition(e:FailedPredicateException(self, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>,
 <p.msg><endif>))
}
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "skip()"
LexerMoreCommand()  ::= "more()"
LexerPopModeCommand() ::= "popMode()"

LexerTypeCommand(arg)      ::= "_type = <arg>"
LexerChannelCommand(arg)   ::= "_channel = <arg>"
LexerModeCommand(arg)      ::= "_mode = <arg>"
LexerPushModeCommand(arg)  ::= "pushMode(<arg>)"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<a.name>"
LocalRef(a) ::= "_localctx.<a.name>"
RetValueRef(a) ::= "_localctx.<a.name>"
QRetValueRef(a) ::= "<ctx(a)>.<a.dict>.<a.name>"
```

```
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<t.name>"
LabelRef(t) ::= "<ctx(t)>.<t.name>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(t.name)>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<s.name> = <rhsChunks>"

TokenLabelType() ::= "<file.TokenLabelType; null={Token}>"
InputSymbolType() ::= "<file.InputSymbolType;
 null={Token}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getText()! : \"\")"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getType() : 0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getLine() : 0)"
TokenPropertyRef_pos(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getCharPositionInLine() : 0)"
TokenPropertyRef_channel(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getChannel() : 0)"
TokenPropertyRef_index(t) ::= "(<ctx(t)>.<t.label> != nil ? <ctx(t)>.<t.label>!.getTokenIndex() : 0)"
TokenPropertyRef_int(t) ::= "(<ctx(t)>.<t.label> != nil ? Int(<ctx(t)>.<t.label>!.getText()!) : 0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.start?.description ?? \"\") : \"\")"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label> != nil ? (<ctx(r)>.<r.label>!.stop?.description ?? \"\") : \"\")"
RulePropertyRef_text(r)  ::= "(<ctx(r)>.<r.label>
 != nil ? try _input.getText(<ctx(r)>.<r.label>!.start,<ctx(r)>.<r.label>!.stop) : \"\")"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "self"

ThisRulePropertyRef_start(r) ::= "_localctx.start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.stop"
ThisRulePropertyRef_text(r)  ::= "(try _input.getText(_localctx.start, try _input.LT(-1)))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "self"

NonLocalAttrRef(s)   ::= "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name>"
SetNonLocalAttr(s, rhsChunks)   ::=
 "((<s.ruleName; format=\"cap\">Context)getInvokingContext(<s.ruleIndex>)).<s.name> = <rhsChunks>"

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.append(<labelref(a.label)>)"

TokenDecl(t) ::= "<t.name>: <SwiftTypeMap.(TokenLabelType())>!"
TokenTypeDecl(t) ::= "var <t.name>: Int = 0"
TokenListDecl(t) ::= "<t.name>: [Token] = [Token]()"
RuleContextDecl(r) ::= "<r.name>: <r.ctxName>!"
RuleContextListDecl(rdecl)
 ::= "<rdecl.name>: [<rdecl.ctxName>] = [<rdecl.ctxName>]()"

ContextTokenGetterDecl(t) ::= <<
 <accessLevelOpenOK(parser)>
 func <t.name>() -> TerminalNode? {
  return getToken(<parser.name>.Tokens.<t.name>.rawValue, 0)
```

```
 }
>>
ContextTokenListGetterDecl(t) ::= <<
 <accessLevelOpenOK(parser)>
 func <t.name>() -> [TerminalNode] {
  return getTokens(<parser.name>.Tokens.<t.name>.rawValue)
 }
>>
ContextTokenListIndexedGetterDecl(t) ::= <<
 <accessLevelOpenOK(parser)>
 func <t.name>(_ i:Int) -> TerminalNode? {
  return getToken(<parser.name>.Tokens.<t.name>.rawValue, i)
 }
>>
ContextRuleGetterDecl(r) ::= <<
 <accessLevelOpenOK(parser)>
 func <r.name>() -> <r.ctxName>? {
  return getRuleContext(<r.ctxName>.self, 0)
 }
>>
ContextRuleListGetterDecl(r) ::= <<
 <accessLevelOpenOK(parser)>
 func <r.name>() -> [<r.ctxName>] {
  return getRuleContexts(<r.ctxName>.self)
 }
>>
ContextRuleListIndexedGetterDecl(r)   ::= <<
 <accessLevelOpenOK(parser)>
 func <r.name>(_
 i: Int) -> <r.ctxName>? {
  return getRuleContext(<r.ctxName>.self, i)
 }
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix() ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenName>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "<label>"

CaptureNextToken(d) ::= "<d.varName> = try _input.LT(1)"
CaptureNextTokenType(d) ::= "<d.varName> = try _input.LA(1)"
```

```
StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,
        superClass={ParserRuleContext}) ::= <<

<accessLevelNotOpen(parser)> class <struct.name>:
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces;
separator=", "><endif> {
 <attrs:{a | <accessLevelOpenOK(parser)> var <a>}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <! <if(ctorAttrs)> <accessLevelNotOpen(parser)>
 init(_ parent: ParserRuleContext,_ invokingState: Int) { super.init(parent, invokingState)  }<endif> !>
 <if(ctorAttrs)>
 <accessLevelNotOpen(parser)> convenience init(_ parent: ParserRuleContext?, _ invokingState: Int<ctorAttrs:{a | ,
_ <a>}>) {
  self.init(parent, invokingState)
  <struct.ctorAttrs:{a | self.<a.name> = <a.name>;}; separator="\n">
 }
 <endif>

 override <accessLevelOpenOK(parser)>
 func getRuleIndex() -> Int {
  return <parser.name>.RULE_<struct.derivedFromName>
 }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 <! <accessLevelNotOpen(parser)> init() { }!>
 <accessLevelOpenOK(parser)>
 func copyFrom(_ ctx: <struct.name>) {
  super.copyFrom(ctx)
  <struct.attrs:{a | self.<a.name> = ctx.<a.name>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
<accessLevelNotOpen(parser)> class <struct.name>: <currentRule.name;
 format="cap">Context {
 <attrs:{a | <accessLevelNotOpen(parser)> var <a>}; separator="\n">
 <getters:{g | <g>}; separator="\n">

 <accessLevelNotOpen(parser)>
 init(_ ctx: <currentRule.name; format="cap">Context) {
  super.init()
  copyFrom(ctx)
 }
 <dispatchMethods; separator="\n">
```

```
}
>>

ListenerDispatchMethod(method) ::= <<
override <accessLevelOpenOK(parser)>
func <if(method.isEnter)>enter<else>exit<endif>Rule(_ listener: ParseTreeListener) {
 if let listener = listener as? <parser.grammarName>Listener {
  listener.<if(method.isEnter)>enter<else>exit<endif><struct.derivedFromName; format="cap">(self)
 }
}
>>

VisitorDispatchMethod(method) ::= <<
override <accessLevelOpenOK(parser)>
func accept\<T>(_ visitor: ParseTreeVisitor\<T>) -> T? {
 if let visitor = visitor as? <parser.grammarName>Visitor {
    return visitor.visit<struct.derivedFromName; format="cap">(self)
 }
 else if let visitor = visitor as? <parser.grammarName>BaseVisitor {
    return visitor.visit<struct.derivedFromName;
 format="cap">(self)
 }
 else {
     return visitor.visitChildren(self)
 }
}
>>

AttributeDecl(d) ::= "<d.name>: <SwiftTypeMap.(d.type)><if(d.initValue)> = <d.initValue><else>!<endif>"

/** If we don't know location of label def x, use this template (_localctx as! <x.ctx.name> */
labelref(x) ::= "<if(!x.isLocal)>_localctx.castdown(<x.ctx.name>.self).<endif><x.name>"

/** For any action chunk, what is correctly-typed context struct ptr?    */
ctx(actionChunk) ::= "_localctx.castdown(<actionChunk.ctx.name>.self)"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "precpred(_ctx, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>"
recRuleSetStopToken()                ::= "_ctx!.stop = try _input.LT(-1)"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = <ctxName>Context(_parentctx, _parentState);
<if(label)>
<if(isListLabel)>
_localctx.<label>.append(_prevctx)
<else>
_localctx.<label> = _prevctx
```

```
<endif>
<endif>
<if(label)>_localctx.<label>
 = _prevctx;<endif>
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = <currentAltLabel; format="cap">Context(  <ruleName; format="cap">Context(_parentctx,
_parentState))
<if(label)>
<if(isListLabel)>
(_localctx as! <currentAltLabel; format="cap">Context).<label>.append(_prevctx)
<else>
(_localctx as! <currentAltLabel; format="cap">Context).<label> = _prevctx
<endif>
<endif>
try pushNewRecursionContext(_localctx, _startState, <parser.name>.RULE_<ruleName>)
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = <ctxName>Context(_localctx)
_ctx = _localctx
_prevctx = _localctx
>>

recRuleSetPrevCtx() ::= <<
if _parseListeners != nil {
  try triggerExitRuleEvent()
}
_prevctx = _localctx
>>


LexerFile(lexerFile, lexer, namedActions) ::= <<
<fileHeader(lexerFile.grammarFileName, lexerFile.ANTLRVersion)>
<if(lexerFile.genPackage)>
<!package
 <lexerFile.genPackage>;!>
<endif>
<namedActions.header>
import Antlr4

<lexer>
>>
Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
<accessLevelOpenOK(lexer)> class <lexer.name>: <superClass; null="Lexer"> {
```

```
internal static var _decisionToDFA: [DFA] = {
        var decisionToDFA = [DFA]()
        let length = <lexer.name>._ATN.getNumberOfDecisions()
        for i in 0..\<length {
          <! decisionToDFA[i] = DFA(<lexer.name>._ATN.getDecisionState(i)!, i);!>
            decisionToDFA.append(DFA(<lexer.name>._ATN.getDecisionState(i)!, i))
        }
         return decisionToDFA
    }()

internal static let _sharedContextCache = PredictionContextCache()

<accessLevelNotOpen(lexer)>
static let <lexer.tokens:{k | <k>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>

<if(lexer.channels)>
<accessLevelNotOpen(lexer)>
static let <lexer.channels:{k | <k>=<lexer.channels.(k)>}; separator=", ", wrap, anchor>
<endif>
<if(rest(lexer.modes))>
<accessLevelNotOpen(lexer)>
static
let <rest(lexer.modes):{m| <m>=<i>}; separator=", ", wrap, anchor>
<endif>
<accessLevelNotOpen(lexer)>
static let channelNames: [String] = [
  "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>, <lexer.channels:{c| "<c>"}; separator=", ",
wrap, anchor><endif>
]

<accessLevelNotOpen(lexer)>
static let modeNames: [String] = [
 <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
]

<accessLevelNotOpen(lexer)>
static let ruleNames: [String] = [
 <lexer.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
]

<vocabulary(lexer.literalNames, lexer.symbolicNames,
                accessLevelNotOpen(lexer))>

<namedActions.members>

override <accessLevelOpenOK(lexer)>
func getVocabulary() -> Vocabulary {
 return <lexer.name>.VOCABULARY
```

```
}

<accessLevelNotOpen(lexer)>
required init(_ input: CharStream) {
    RuntimeMetaData.checkVersion("<lexerFile.ANTLRVersion>", RuntimeMetaData.VERSION)
 super.init(input)
 _interp = LexerATNSimulator(self,
<lexer.name>._ATN, <lexer.name>._decisionToDFA, <lexer.name>._sharedContextCache)
}

override <accessLevelOpenOK(lexer)>
func getGrammarFileName() -> String { return "<lexer.grammarFileName>" }

override <accessLevelOpenOK(lexer)>
func getRuleNames() -> [String] { return <lexer.name>.ruleNames }

override <accessLevelOpenOK(lexer)>
func getSerializedATN() -> String { return <lexer.name>._serializedATN }

override <accessLevelOpenOK(lexer)>
func getChannelNames() -> [String] { return <lexer.name>.channelNames }

override <accessLevelOpenOK(lexer)>
func getModeNames() -> [String] { return <lexer.name>.modeNames }

override <accessLevelOpenOK(lexer)>
func getATN() -> ATN { return <lexer.name>._ATN }

<dumpActions(lexer, "", actionFuncs, sempredFuncs)>
<atn>

<accessLevelNotOpen(lexer)>
static let _serializedATN: String = <lexer.name>ATN().jsonString

<accessLevelNotOpen(lexer)>
static let _ATN: ATN = ATNDeserializer().deserializeFromJson(_serializedATN)
}
>>

/**
 Don't need to define anything. The tool generates a XParserATN.swift file (and same for lexer)
*  which is referenced from static field _serializedATN.  This json string is passed to
*  deserializeFromJson(). Note this is not the "serialization as array of ints" that other targets
*  do. It is more or less the output of ATNPrinter which gets read back in.
*/
SerializedATN(model) ::= <<
>>
```

```
/** Using a type to init value map, try to init a type; if not in table
* must be an object, default value is "null".
*/
initValue(typeName) ::= <<
<SwiftTypeInitMap.(typeName)>
>>

codeFileExtension() ::= ".swift"
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/tool/templates/codegen/Swift/Swift.stg
No license file was found, but licenses were detected in source scan.

```
/*
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*  THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/

/** The definitive ANTLR v3 tree grammar to walk/visit ANTLR v4 grammars.
*  Parses trees created by ANTLRParser.g.
*
*  Rather than have multiple tree grammars, one for each visit, I'm
```

```
*  creating this generic visitor that knows about context. All of the
*  boilerplate pattern recognition is done here. Then, subclasses can
*  override the methods they care about.
 This prevents a lot of the same
*  context tracking stuff like "set current alternative for current
*  rule node" that is repeated in lots of tree filters.
*/
tree grammar GrammarTreeVisitor;
options {
 language      = Java;
 tokenVocab    = ANTLRParser;
 ASTLabelType  = GrammarAST;
}

// Include the copyright in this source and also the generated source
@header {
/*
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THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
(INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
*/
package org.antlr.v4.parse;
import org.antlr.v4.Tool;
import org.antlr.v4.tool.*;
```

```
import org.antlr.v4.tool.ast.*;
import java.lang.reflect.InvocationTargetException;
import java.lang.reflect.Method;
}

@members
 {
public String grammarName;
public GrammarAST currentRuleAST;
public String currentModeName = LexerGrammar.DEFAULT_MODE_NAME;
public String currentRuleName;
public GrammarAST currentOuterAltRoot;
public int currentOuterAltNumber = 1; // 1..n
public int rewriteEBNFLevel = 0;

public GrammarTreeVisitor() { this(null); }

// Should be abstract but can't make gen'd parser abstract;
// subclasses should implement else everything goes to stderr!
public ErrorManager getErrorManager() { return null; }

public void visitGrammar(GrammarAST t) { visit(t, "grammarSpec"); }
public void visit(GrammarAST t, String ruleName) {
 CommonTreeNodeStream nodes = new CommonTreeNodeStream(new GrammarASTAdaptor(), t);
 setTreeNodeStream(nodes);
 try {
  Method m = getClass().getMethod(ruleName);
  m.invoke(this);
 }
 catch (Throwable e) {
  ErrorManager errMgr = getErrorManager();
  if ( e instanceof InvocationTargetException ) {
   e = e.getCause();
  }
  //e.printStackTrace(System.err);
  if
 ( errMgr==null ) {
   System.err.println("can't find rule "+ruleName+
         " or tree structure error: "+t.toStringTree()
         );
   e.printStackTrace(System.err);
  }
  else errMgr.toolError(ErrorType.INTERNAL_ERROR, e);
 }
}

public void discoverGrammar(GrammarRootAST root, GrammarAST ID) { }
public void finishPrequels(GrammarAST firstPrequel) { }
```

```
public void finishGrammar(GrammarRootAST root, GrammarAST ID) { }

public void grammarOption(GrammarAST ID, GrammarAST valueAST) { }
public void ruleOption(GrammarAST ID, GrammarAST valueAST) { }
public void blockOption(GrammarAST ID, GrammarAST valueAST) { }
public void defineToken(GrammarAST ID) { }
public void defineChannel(GrammarAST ID) { }
public void globalNamedAction(GrammarAST scope, GrammarAST ID, ActionAST action) { }
public void importGrammar(GrammarAST label, GrammarAST ID) { }

public void modeDef(GrammarAST m, GrammarAST ID) { }

public void discoverRules(GrammarAST rules) { }
public void finishRules(GrammarAST
 rule) { }
public void discoverRule(RuleAST rule, GrammarAST ID, List<GrammarAST> modifiers,
      ActionAST arg, ActionAST returns, GrammarAST thrws,
      GrammarAST options, ActionAST locals,
      List<GrammarAST> actions,
      GrammarAST block) { }
public void finishRule(RuleAST rule, GrammarAST ID, GrammarAST block) { }
public void discoverLexerRule(RuleAST rule, GrammarAST ID, List<GrammarAST> modifiers,
                  GrammarAST block) { }
public void finishLexerRule(RuleAST rule, GrammarAST ID, GrammarAST block) { }
public void ruleCatch(GrammarAST arg, ActionAST action) { }
public void finallyAction(ActionAST action) { }
public void discoverOuterAlt(AltAST alt) { }
public void finishOuterAlt(AltAST alt) { }
public void discoverAlt(AltAST alt) { }
public void finishAlt(AltAST alt) { }

public void ruleRef(GrammarAST ref, ActionAST arg) { }
public void tokenRef(TerminalAST ref) { }
public void elementOption(GrammarASTWithOptions t, GrammarAST ID, GrammarAST
 valueAST) { }
public void stringRef(TerminalAST ref) { }
public void wildcardRef(GrammarAST ref) { }
public void actionInAlt(ActionAST action) { }
public void sempredInAlt(PredAST pred) { }
public void label(GrammarAST op, GrammarAST ID, GrammarAST element) { }
public void lexerCallCommand(int outerAltNumber, GrammarAST ID, GrammarAST arg) { }
public void lexerCommand(int outerAltNumber, GrammarAST ID) { }

protected void enterGrammarSpec(GrammarAST tree) { }
protected void exitGrammarSpec(GrammarAST tree) { }

protected void enterPrequelConstructs(GrammarAST tree) { }
protected void exitPrequelConstructs(GrammarAST tree) { }
```

```
protected void enterPrequelConstruct(GrammarAST tree) { }
protected void exitPrequelConstruct(GrammarAST tree) { }

protected void enterOptionsSpec(GrammarAST tree) { }
protected void exitOptionsSpec(GrammarAST tree) { }

protected void enterOption(GrammarAST tree) { }
protected void exitOption(GrammarAST tree) { }

protected void enterOptionValue(GrammarAST
 tree) { }
protected void exitOptionValue(GrammarAST tree) { }

protected void enterDelegateGrammars(GrammarAST tree) { }
protected void exitDelegateGrammars(GrammarAST tree) { }

protected void enterDelegateGrammar(GrammarAST tree) { }
protected void exitDelegateGrammar(GrammarAST tree) { }

protected void enterTokensSpec(GrammarAST tree) { }
protected void exitTokensSpec(GrammarAST tree) { }

protected void enterTokenSpec(GrammarAST tree) { }
protected void exitTokenSpec(GrammarAST tree) { }

protected void enterChannelsSpec(GrammarAST tree) { }
protected void exitChannelsSpec(GrammarAST tree) { }

protected void enterChannelSpec(GrammarAST tree) { }
protected void exitChannelSpec(GrammarAST tree) { }

protected void enterAction(GrammarAST tree) { }
protected void exitAction(GrammarAST tree) { }

protected void enterRules(GrammarAST tree) { }
protected void exitRules(GrammarAST tree) { }

protected void enterMode(GrammarAST tree) { }
protected void exitMode(GrammarAST tree) { }

protected
 void enterLexerRule(GrammarAST tree) { }
protected void exitLexerRule(GrammarAST tree) { }

protected void enterRule(GrammarAST tree) { }
protected void exitRule(GrammarAST tree) { }
```

```
protected void enterExceptionGroup(GrammarAST tree) { }
protected void exitExceptionGroup(GrammarAST tree) { }

protected void enterExceptionHandler(GrammarAST tree) { }
protected void exitExceptionHandler(GrammarAST tree) { }

protected void enterFinallyClause(GrammarAST tree) { }
protected void exitFinallyClause(GrammarAST tree) { }

protected void enterLocals(GrammarAST tree) { }
protected void exitLocals(GrammarAST tree) { }

protected void enterRuleReturns(GrammarAST tree) { }
protected void exitRuleReturns(GrammarAST tree) { }

protected void enterThrowsSpec(GrammarAST tree) { }
protected void exitThrowsSpec(GrammarAST tree) { }

protected void enterRuleAction(GrammarAST tree) { }
protected void exitRuleAction(GrammarAST tree) { }

protected void enterRuleModifier(GrammarAST tree) { }
protected
 void exitRuleModifier(GrammarAST tree) { }

protected void enterLexerRuleBlock(GrammarAST tree) { }
protected void exitLexerRuleBlock(GrammarAST tree) { }

protected void enterRuleBlock(GrammarAST tree) { }
protected void exitRuleBlock(GrammarAST tree) { }

protected void enterLexerOuterAlternative(AltAST tree) { }
protected void exitLexerOuterAlternative(AltAST tree) { }

protected void enterOuterAlternative(AltAST tree) { }
protected void exitOuterAlternative(AltAST tree) { }

protected void enterLexerAlternative(GrammarAST tree) { }
protected void exitLexerAlternative(GrammarAST tree) { }

protected void enterLexerElements(GrammarAST tree) { }
protected void exitLexerElements(GrammarAST tree) { }

protected void enterLexerElement(GrammarAST tree) { }
protected void exitLexerElement(GrammarAST tree) { }

protected void enterLabeledLexerElement(GrammarAST tree) { }
protected void exitLabeledLexerElement(GrammarAST tree) { }
```

```
protected void enterLexerBlock(GrammarAST tree) { }
protected
 void exitLexerBlock(GrammarAST tree) { }

protected void enterLexerAtom(GrammarAST tree) { }
protected void exitLexerAtom(GrammarAST tree) { }

protected void enterActionElement(GrammarAST tree) { }
protected void exitActionElement(GrammarAST tree) { }

protected void enterAlternative(AltAST tree) { }
protected void exitAlternative(AltAST tree) { }

protected void enterLexerCommand(GrammarAST tree) { }
protected void exitLexerCommand(GrammarAST tree) { }

protected void enterLexerCommandExpr(GrammarAST tree) { }
protected void exitLexerCommandExpr(GrammarAST tree) { }

protected void enterElement(GrammarAST tree) { }
protected void exitElement(GrammarAST tree) { }

protected void enterAstOperand(GrammarAST tree) { }
protected void exitAstOperand(GrammarAST tree) { }

protected void enterLabeledElement(GrammarAST tree) { }
protected void exitLabeledElement(GrammarAST tree) { }

protected void enterSubrule(GrammarAST tree) { }
protected void exitSubrule(GrammarAST tree) { }

protected
 void enterLexerSubrule(GrammarAST tree) { }
protected void exitLexerSubrule(GrammarAST tree) { }

protected void enterBlockSuffix(GrammarAST tree) { }
protected void exitBlockSuffix(GrammarAST tree) { }

protected void enterEbnfSuffix(GrammarAST tree) { }
protected void exitEbnfSuffix(GrammarAST tree) { }

protected void enterAtom(GrammarAST tree) { }
protected void exitAtom(GrammarAST tree) { }

protected void enterBlockSet(GrammarAST tree) { }
protected void exitBlockSet(GrammarAST tree) { }
```

```
protected void enterSetElement(GrammarAST tree) { }
protected void exitSetElement(GrammarAST tree) { }

protected void enterBlock(GrammarAST tree) { }
protected void exitBlock(GrammarAST tree) { }

protected void enterRuleref(GrammarAST tree) { }
protected void exitRuleref(GrammarAST tree) { }

protected void enterRange(GrammarAST tree) { }
protected void exitRange(GrammarAST tree) { }

protected void enterTerminal(GrammarAST tree) { }
protected void exitTerminal(GrammarAST tree) { }

protected
 void enterElementOptions(GrammarAST tree) { }
protected void exitElementOptions(GrammarAST tree) { }

protected void enterElementOption(GrammarAST tree) { }
protected void exitElementOption(GrammarAST tree) { }

 @Override
 public void traceIn(String ruleName, int ruleIndex)  {
  System.err.println("enter "+ruleName+": "+input.LT(1));
 }

 @Override
 public void traceOut(String ruleName, int ruleIndex)  {
  System.err.println("exit "+ruleName+": "+input.LT(1));
 }
}

grammarSpec
@init {
 enterGrammarSpec($start);
}
@after {
 exitGrammarSpec($start);
}
   :   ^( GRAMMAR ID {grammarName=$ID.text;}
     {discoverGrammar((GrammarRootAST)$GRAMMAR, $ID);}
      prequelConstructs
     {finishPrequels($prequelConstructs.firstOne);}
      rules mode*
     {finishGrammar((GrammarRootAST)$GRAMMAR, $ID);}
   )
 ;
```

```
prequelConstructs returns [GrammarAST firstOne=null]
@init {
 enterPrequelConstructs($start);
}
@after {
 exitPrequelConstructs($start);
}
 : {$firstOne=$start;} prequelConstruct+
 |
 ;

prequelConstruct
@init
 {
 enterPrequelConstructs($start);
}
@after {
 exitPrequelConstructs($start);
}
 :   optionsSpec
   |   delegateGrammars
   |   tokensSpec
   |   channelsSpec
   |   action
   ;

optionsSpec
@init {
 enterOptionsSpec($start);
}
@after {
 exitOptionsSpec($start);
}
 : ^(OPTIONS option*)
   ;

option
@init {
 enterOption($start);
 boolean rule = inContext("RULE ...");
 boolean block = inContext("BLOCK ...");
}
@after {
 exitOption($start);
}
   :   ^(a=ASSIGN ID v=optionValue)
    {
```

```
    if ( block ) blockOption($ID, $v.start); // most specific first
    else if ( rule ) ruleOption($ID, $v.start);
    else grammarOption($ID, $v.start);
    }
   ;

optionValue returns [String v]
@init {
 enterOptionValue($start);
 $v = $start.token.getText();
}
@after {
 exitOptionValue($start);
}
   :  ID
   |  STRING_LITERAL
   |  INT
   ;

delegateGrammars
@init {
 enterDelegateGrammars($start);
}
@after {
 exitDelegateGrammars($start);
}
 :  ^(IMPORT
 delegateGrammar+)
 ;

delegateGrammar
@init {
 enterDelegateGrammar($start);
}
@after {
 exitDelegateGrammar($start);
}
   :  ^(ASSIGN label=ID id=ID) {importGrammar($label, $id);}
   |  id=ID      {importGrammar(null, $id);}
   ;

tokensSpec
@init {
 enterTokensSpec($start);
}
@after {
 exitTokensSpec($start);
}
```

```
 :   ^(TOKENS_SPEC tokenSpec+)
 ;

tokenSpec
@init {
 enterTokenSpec($start);
}
@after {
 exitTokenSpec($start);
}
 : ID     {defineToken($ID);}
 ;

channelsSpec
@init {
 enterChannelsSpec($start);
}
@after {
 exitChannelsSpec($start);
}
 :   ^(CHANNELS channelSpec+)
 ;

channelSpec
@init {
 enterChannelSpec($start);
}
@after {
 exitChannelSpec($start);
}
 : ID     {defineChannel($ID);}
 ;

action
@init {
 enterAction($start);
}
@after {
 exitAction($start);
}
 : ^(AT sc=ID? name=ID ACTION) {globalNamedAction($sc, $name, (ActionAST)$ACTION);}
 ;

rules
@init {
 enterRules($start);
}
@after {
```

```
 exitRules($start);
}
  : ^(RULES {discoverRules($RULES);} (rule|lexerRule)*
 {finishRules($RULES);})
  ;

mode
@init {
 enterMode($start);
}
@after {
 exitMode($start);
}
 : ^( MODE ID {currentModeName=$ID.text; modeDef($MODE, $ID);} lexerRule* )
 ;

lexerRule
@init {
 enterLexerRule($start);
 List<GrammarAST> mods = new ArrayList<GrammarAST>();
 currentOuterAltNumber=0;
}
@after {
 exitLexerRule($start);
}
 : ^( RULE TOKEN_REF
   {currentRuleName=$TOKEN_REF.text; currentRuleAST=$RULE;}
   (^(RULEMODIFIERS m=FRAGMENT {mods.add($m);}))?
      {discoverLexerRule((RuleAST)$RULE, $TOKEN_REF, mods, (GrammarAST)input.LT(1));}
      lexerRuleBlock
      {
      finishLexerRule((RuleAST)$RULE, $TOKEN_REF, $lexerRuleBlock.start);
      currentRuleName=null; currentRuleAST=null;
      }
      )
 ;

rule
@init {
 enterRule($start);
 List<GrammarAST> mods = new ArrayList<GrammarAST>();
 List<GrammarAST> actions = new ArrayList<GrammarAST>(); // track roots
 currentOuterAltNumber=0;
}
@after {
 exitRule($start);
}
 :   ^( RULE RULE_REF {currentRuleName=$RULE_REF.text;
```

```
 currentRuleAST=$RULE;}
  (^(RULEMODIFIERS (m=ruleModifier{mods.add($m.start);})+))?
  ARG_ACTION?
     ret=ruleReturns?
     thr=throwsSpec?
     loc=locals?
     ( opts=optionsSpec
    |  a=ruleAction {actions.add($a.start);}
    )*
     {discoverRule((RuleAST)$RULE, $RULE_REF, mods, (ActionAST)$ARG_ACTION,
         $ret.start!=null?(ActionAST)$ret.start.getChild(0):null,
         $thr.start, $opts.start,
         $loc.start!=null?(ActionAST)$loc.start.getChild(0):null,
         actions, (GrammarAST)input.LT(1));}
     ruleBlock exceptionGroup
     {finishRule((RuleAST)$RULE, $RULE_REF, $ruleBlock.start); currentRuleName=null; currentRuleAST=null;}
     )
  ;

exceptionGroup
@init {
 enterExceptionGroup($start);
}
@after {
 exitExceptionGroup($start);
}
   : exceptionHandler* finallyClause?
   ;

exceptionHandler
@init {
 enterExceptionHandler($start);
}
@after {
 exitExceptionHandler($start);
}
 : ^(CATCH ARG_ACTION ACTION) {ruleCatch($ARG_ACTION,
 (ActionAST)$ACTION);}
 ;

finallyClause
@init {
 enterFinallyClause($start);
}
@after {
 exitFinallyClause($start);
}
 : ^(FINALLY ACTION)    {finallyAction((ActionAST)$ACTION);}
```

```
 ;

locals
@init {
 enterLocals($start);
}
@after {
 exitLocals($start);
}
 : ^(LOCALS ARG_ACTION)
 ;

ruleReturns
@init {
 enterRuleReturns($start);
}
@after {
 exitRuleReturns($start);
}
 : ^(RETURNS ARG_ACTION)
 ;

throwsSpec
@init {
 enterThrowsSpec($start);
}
@after {
 exitThrowsSpec($start);
}
   : ^(THROWS ID+)
   ;

ruleAction
@init {
 enterRuleAction($start);
}
@after {
 exitRuleAction($start);
}
 : ^(AT ID ACTION)
 ;

ruleModifier
@init {
 enterRuleModifier($start);
}
@after {
 exitRuleModifier($start);
```

```
}
  : PUBLIC
  | PRIVATE
  | PROTECTED
  | FRAGMENT
  ;

lexerRuleBlock
@init {
 enterLexerRuleBlock($start);
}
@after {
 exitLexerRuleBlock($start);
}
  : ^( BLOCK
    ( {
     currentOuterAltRoot = (GrammarAST)input.LT(1);
    currentOuterAltNumber++;
    }
      lexerOuterAlternative
    )+
   )
  ;

ruleBlock
@init {
 enterRuleBlock($start);
}
@after {
 exitRuleBlock($start);
}
  : ^( BLOCK
    ( {
     currentOuterAltRoot = (GrammarAST)input.LT(1);
    currentOuterAltNumber++;
    }
     outerAlternative
    )+
   )
  ;

lexerOuterAlternative
@init {
 enterLexerOuterAlternative((AltAST)$start);
 discoverOuterAlt((AltAST)$start);
}
@after {
 finishOuterAlt((AltAST)$start);
```

```
 exitLexerOuterAlternative((AltAST)$start);
}
 : lexerAlternative
 ;


outerAlternative
@init {
 enterOuterAlternative((AltAST)$start);
 discoverOuterAlt((AltAST)$start);
}
@after {
 finishOuterAlt((AltAST)$start);
 exitOuterAlternative((AltAST)$start);
}
 : alternative
 ;

lexerAlternative
@init {
 enterLexerAlternative($start);
}
@after {
 exitLexerAlternative($start);
}
 : ^(LEXER_ALT_ACTION lexerElements lexerCommand+)
   |   lexerElements
   ;

lexerElements
@init {
 enterLexerElements($start);
}
@after {
 exitLexerElements($start);
}
    : ^(ALT lexerElement+)
   ;

lexerElement
@init {
 enterLexerElement($start);
}
@after {
 exitLexerElement($start);
}
 : labeledLexerElement
 | lexerAtom
```

```
 | lexerSubrule
 |   ACTION      {actionInAlt((ActionAST)$ACTION);}
 |   SEMPRED      {sempredInAlt((PredAST)$SEMPRED);}
 |   ^(ACTION elementOptions) {actionInAlt((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions) {sempredInAlt((PredAST)$SEMPRED);}
 | EPSILON
 ;

labeledLexerElement
@init {
 enterLabeledLexerElement($start);
}
@after {
 exitLabeledLexerElement($start);
}
   :   ^((ASSIGN|PLUS_ASSIGN) ID (lexerAtom|block))
 ;

lexerBlock
@init {
 enterLexerBlock($start);
}
@after {
 exitLexerBlock($start);
}
 : ^(BLOCK optionsSpec? lexerAlternative+)
   ;

lexerAtom
@init {
 enterLexerAtom($start);
}
@after {
 exitLexerAtom($start);
}
   :   terminal
   |   ^(NOT blockSet)
   |   blockSet
   |   ^(WILDCARD elementOptions)
   |   WILDCARD
   | LEXER_CHAR_SET
   |   range
   |   ruleref
   ;

actionElement
@init {
 enterActionElement($start);
```

```
}
@after
 {
 exitActionElement($start);
}
 : ACTION
 |  ^(ACTION elementOptions)
 |  SEMPRED
 |  ^(SEMPRED elementOptions)
 ;

alternative
@init {
 enterAlternative((AltAST)$start);
 discoverAlt((AltAST)$start);
}
@after {
 finishAlt((AltAST)$start);
 exitAlternative((AltAST)$start);
}
 : ^(ALT elementOptions? element+)
 | ^(ALT elementOptions? EPSILON)
  ;

lexerCommand
@init {
 enterLexerCommand($start);
}
@after {
 exitLexerCommand($start);
}
 : ^(LEXER_ACTION_CALL ID lexerCommandExpr)
      {lexerCallCommand(currentOuterAltNumber, $ID, $lexerCommandExpr.start);}
 | ID
      {lexerCommand(currentOuterAltNumber, $ID);}
 ;

lexerCommandExpr
@init {
 enterLexerCommandExpr($start);
}
@after {
 exitLexerCommandExpr($start);
}
 : ID
 | INT
 ;
```

```
element
@init {
 enterElement($start);
}
@after {
 exitElement($start);
}
 : labeledElement
 | atom
 | subrule
 |   ACTION      {actionInAlt((ActionAST)$ACTION);}
 |   SEMPRED      {sempredInAlt((PredAST)$SEMPRED);}
 |
   ^(ACTION elementOptions) {actionInAlt((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions) {sempredInAlt((PredAST)$SEMPRED);}
 | range
 | ^(NOT blockSet)
 | ^(NOT block)
 ;

astOperand
@init {
 enterAstOperand($start);
}
@after {
 exitAstOperand($start);
}
 : atom
 | ^(NOT blockSet)
 | ^(NOT block)
 ;

labeledElement
@init {
 enterLabeledElement($start);
}
@after {
 exitLabeledElement($start);
}
 : ^((ASSIGN|PLUS_ASSIGN) ID element) {label($start, $ID, $element.start);}
 ;

subrule
@init {
 enterSubrule($start);
}
@after {
 exitSubrule($start);
```

```
}
 : ^(blockSuffix block)
 |  block
   ;

lexerSubrule
@init {
 enterLexerSubrule($start);
}
@after {
 exitLexerSubrule($start);
}
 : ^(blockSuffix lexerBlock)
 |  lexerBlock
   ;

blockSuffix
@init {
 enterBlockSuffix($start);
}
@after {
 exitBlockSuffix($start);
}
   : ebnfSuffix
   ;

ebnfSuffix
@init {
 enterEbnfSuffix($start);
}
@after {
 exitEbnfSuffix($start);
}
 : OPTIONAL
  | CLOSURE
   | POSITIVE_CLOSURE
 ;

atom
@init {
 enterAtom($start);
}
@after
 {
 exitAtom($start);
}
 : ^(DOT ID terminal)
 | ^(DOT ID ruleref)
```

```
  | ^(WILDCARD elementOptions) {wildcardRef($WILDCARD);}
  | WILDCARD     {wildcardRef($WILDCARD);}
  |   terminal
  | blockSet
  |   ruleref
  ;

blockSet
@init {
 enterBlockSet($start);
}
@after {
 exitBlockSet($start);
}
 : ^(SET setElement+)
 ;

setElement
@init {
 enterSetElement($start);
}
@after {
 exitSetElement($start);
}
 : ^(STRING_LITERAL elementOptions)    {stringRef((TerminalAST)$STRING_LITERAL);}
 | ^(TOKEN_REF elementOptions)   {tokenRef((TerminalAST)$TOKEN_REF);}
 | STRING_LITERAL                {stringRef((TerminalAST)$STRING_LITERAL);}
 | TOKEN_REF                     {tokenRef((TerminalAST)$TOKEN_REF);}
 | ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
  {
  stringRef((TerminalAST)$a);
  stringRef((TerminalAST)$b);
  }
     |      LEXER_CHAR_SET
 ;

block
@init {
 enterBlock($start);
}
@after {
 exitBlock($start);
}
  : ^(BLOCK optionsSpec? ruleAction* ACTION?
 alternative+)
  ;

ruleref
```

```
@init {
 enterRuleref($start);
}
@after {
 exitRuleref($start);
}
  : ^(RULE_REF arg=ARG_ACTION? elementOptions?)
   {
   ruleRef($RULE_REF, (ActionAST)$ARG_ACTION);
   if ( $arg!=null ) actionInAlt((ActionAST)$arg);
   }
  ;

range
@init {
 enterRange($start);
}
@after {
 exitRange($start);
}
  : ^(RANGE STRING_LITERAL STRING_LITERAL)
  ;

terminal
@init {
 enterTerminal($start);
}
@after {
 exitTerminal($start);
}
  :  ^(STRING_LITERAL elementOptions)
        {stringRef((TerminalAST)$STRING_LITERAL);}
  | STRING_LITERAL    {stringRef((TerminalAST)$STRING_LITERAL);}
  | ^(TOKEN_REF elementOptions) {tokenRef((TerminalAST)$TOKEN_REF);}
  | TOKEN_REF       {tokenRef((TerminalAST)$TOKEN_REF);}
  ;

elementOptions
@init {
 enterElementOptions($start);
}
@after {
 exitElementOptions($start);
}
  : ^(ELEMENT_OPTIONS elementOption[(GrammarASTWithOptions)$start.getParent()]*)
  ;

elementOption[GrammarASTWithOptions t]
```

```
@init {
 enterElementOption($start);
}
@after
 {
 exitElementOption($start);
}
  : ID       {elementOption(t, $ID, null);}
  |  ^(ASSIGN id=ID v=ID)   {elementOption(t, $id, $v);}
  |  ^(ASSIGN ID v=STRING_LITERAL) {elementOption(t, $ID, $v);}
  |  ^(ASSIGN ID v=ACTION)   {elementOption(t, $ID, $v);}
  |  ^(ASSIGN ID v=INT)    {elementOption(t, $ID, $v);}
  ;
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/parse/GrammarTreeVisitor.g
No license file was found, but licenses were detected in source scan.


```
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*/
```

```
// args must be <object-model-object>, <fields-resulting-in-STs>

ParserFile(file, parser, namedActions, contextSuperClass) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using System.Diagnostics;
using System.Collections.Generic;
using
 Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using DFA = Antlr4.Runtime.Dfa.DFA;

<parser>
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

ListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using IParseTreeListener = Antlr4.Runtime.Tree.IParseTreeListener;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete listener for a parse tree produced by
/// \<see cref="<csIdentifier.(file.parserName)>"/>.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Listener : IParseTreeListener {
 <file.listenerNames:{lname |
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Enter a parse tree produced by the \<c><lname>\</c>
```

```
/// labeled
 alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Enter a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
void Enter<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname; format="cap">Context
context);
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Exit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Exit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
void Exit<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname; format="cap">Context
context);}; separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

BaseListenerFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName,
 file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>

using Antlr4.Runtime.Misc;
using IErrorNode = Antlr4.Runtime.Tree.IErrorNode;
using ITerminalNode = Antlr4.Runtime.Tree.ITerminalNode;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;

/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Listener"/>,
/// which can be extended to create a listener which only needs to handle a subset
/// of the available methods.
/// \</summary>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseListener : I<file.grammarName>Listener {
```

```
 <file.listenerNames:{lname |
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Enter a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
///
 Enter a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Enter<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname;
format="cap">Context context) { \}
/// \<summary>
<if(file.listenerLabelRuleNames.(lname))>
/// Exit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.listenerLabelRuleNames.(lname)>"/>.
<else>
/// Exit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>The default implementation does nothing.\</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
public virtual void Exit<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname;
format="cap">Context context) { \}}; separator="\n">

 /// \<inheritdoc/>
 /// \<remarks>The default implementation
 does nothing.\</remarks>
 public virtual void EnterEveryRule([NotNull] ParserRuleContext context) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void ExitEveryRule([NotNull] ParserRuleContext context) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void VisitTerminal([NotNull] ITerminalNode node) { }
 /// \<inheritdoc/>
 /// \<remarks>The default implementation does nothing.\</remarks>
 public virtual void VisitErrorNode([NotNull] IErrorNode node) { }
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

VisitorFile(file, header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
```

```
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;

/// \<summary>
/// This interface defines a complete generic visitor for a parse tree produced
///
 by \<see cref="<csIdentifier.(file.parserName)>"/>.
/// \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public interface I<file.grammarName>Visitor\<Result> : IParseTreeVisitor\<Result> {
 <file.visitorNames:{lname |
/// \<summary>
<if(file.visitorLabelRuleNames.(lname))>
/// Visit a parse tree produced by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(lname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
Result Visit<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname; format="cap">Context
context);}; separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

BaseVisitorFile(file,
 header, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<header>
using Antlr4.Runtime.Misc;
using Antlr4.Runtime.Tree;
using IToken = Antlr4.Runtime.IToken;
using ParserRuleContext = Antlr4.Runtime.ParserRuleContext;
```

```
/// \<summary>
/// This class provides an empty implementation of \<see cref="I<file.grammarName>Visitor{Result}"/>,
/// which can be extended to create a visitor which only needs to handle a subset
/// of the available methods.
/// \</summary>
/// \<typeparam name="Result">The return type of the visit operation.\</typeparam>
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <file.grammarName>BaseVisitor\<Result> : AbstractParseTreeVisitor\<Result>,
I<file.grammarName>Visitor\<Result> {
 <file.visitorNames:{lname |
/// \<summary>
<if(file.visitorLabelRuleNames.(lname))>
/// Visit a parse tree produced
 by the \<c><lname>\</c>
/// labeled alternative in \<see cref="<file.parserName>.<file.visitorLabelRuleNames.(lname)>"/>.
<else>
/// Visit a parse tree produced by \<see cref="<file.parserName>.<lname>"/>.
<endif>
/// \<para>
/// The default implementation returns the result of calling \<see
cref="AbstractParseTreeVisitor{Result\}.VisitChildren(IRuleNode)"/>
/// on \<paramref name="context"/>.
/// \</para>
/// \</summary>
/// \<param name="context">The parse tree.\</param>
/// \<return>The visitor result.\</return>
public virtual Result Visit<lname; format="cap">([NotNull] <csIdentifier.(file.parserName)>.<lname;
format="cap">Context context) { return VisitChildren(context); \}}; separator="\n">
}
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

fileHeader(grammarFileName, ANTLRVersion) ::= <<
//------------------------------------------------------------------------------
// \<auto-generated>
//     This code was generated by a tool.
//     ANTLR Version: <ANTLRVersion>
//
//
    Changes to this file may cause incorrect behavior and will be lost if
//     the code is regenerated.
// \</auto-generated>
//------------------------------------------------------------------------------

// Generated from <grammarFileName> by ANTLR <ANTLRVersion>
```

```
// Unreachable code detected
#pragma warning disable 0162
// The variable '...' is assigned but its value is never used
#pragma warning disable 0219
// Missing XML comment for publicly visible type or member '...'
#pragma warning disable 1591
// Ambiguous reference in cref attribute
#pragma warning disable 419

>>

Parser(parser, funcs, atn, sempredFuncs, superClass) ::= <<
<Parser_(ctor="parser_ctor", ...)>
>>

Parser_(parser, funcs, atn, sempredFuncs, ctor, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR", "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <csIdentifier.(parser.name)> : <superClass; null="Parser"> {
 protected static DFA[] decisionToDFA;
 protected static
 PredictionContextCache sharedContextCache = new PredictionContextCache();
 <if(parser.tokens)>
 public const int
  <parser.tokens:{k | <k>=<parser.tokens.(k)>}; separator=", ", wrap, anchor>;
 <endif>
 public const int
  <parser.rules:{r | RULE_<r.name> = <r.index>}; separator=", ", wrap, anchor>;
 public static readonly string[] ruleNames = {
  <parser.ruleNames:{r | "<r>"}; separator=", ", wrap, anchor>
 };

 <vocabulary(parser.literalNames, parser.symbolicNames)>

 public override string GrammarFileName { get { return "<parser.grammarFileName>"; } }

 public override string[] RuleNames { get { return ruleNames; } }

 public override string SerializedAtn { get { return new string(_serializedATN); } }

 static <csIdentifier.(parser.name)>() {
  decisionToDFA = new DFA[_ATN.NumberOfDecisions];
  for (int i = 0; i \< _ATN.NumberOfDecisions; i++) {
   decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i), i);
  }
 }
```

```
 <namedActions.members>
 <parser:(ctor)()>
 <funcs; separator="\n">

<if(sempredFuncs)>
 public
 override bool Sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
  switch (ruleIndex) {
  <parser.sempredFuncs.values:{f|
case <f.ruleIndex>: return <f.name>_sempred((<f.ctxType>)_localctx, predIndex);}; separator="\n">
  }
  return true;
 }
 <sempredFuncs.values; separator="\n">
<endif>

 <atn>
}
>>

vocabulary(literalNames, symbolicNames) ::= <<
private static readonly string[] _LiteralNames = {
 <literalNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
private static readonly string[] _SymbolicNames = {
 <symbolicNames:{t | <t>}; null="null", separator=", ", wrap, anchor>
};
public static readonly IVocabulary DefaultVocabulary = new Vocabulary(_LiteralNames, _SymbolicNames);

[NotNull]
public override IVocabulary Vocabulary
{
 get
 {
  return DefaultVocabulary;
 }
}
>>

dumpActions(recog, argFuncs, actionFuncs, sempredFuncs) ::= <<
<if(actionFuncs)>
public override void Action(RuleContext _localctx, int ruleIndex, int actionIndex)
 {
 switch (ruleIndex) {
 <recog.actionFuncs.values:{f|
case <f.ruleIndex> : <f.name>_action(<if(!recog.modes)>(<f.ctxType>)<endif>_localctx, actionIndex); break;};
separator="\n">
 }
```

```
}
<actionFuncs.values; separator="\n">
<endif>
<if(sempredFuncs)>
public override bool Sempred(RuleContext _localctx, int ruleIndex, int predIndex) {
 switch (ruleIndex) {
 <recog.sempredFuncs.values:{f|
case <f.ruleIndex> : return <f.name>_sempred(<if(!recog.modes)>(<f.ctxType>)<endif>_localctx, predIndex);};
separator="\n">
 }
 return true;
}
<sempredFuncs.values; separator="\n">
<endif>
>>

parser_ctor(parser) ::= <<
 public <csIdentifier.(parser.name)>(ITokenStream input) : this(input, Console.Out, Console.Error) { }

 public <csIdentifier.(parser.name)>(ITokenStream input, TextWriter output, TextWriter errorOutput)
 : base(input, output, errorOutput)
{
 Interpreter = new ParserATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
}
>>

/* This generates a private method since the actionIndex is
 generated, making an
* overriding implementation impossible to maintain.
*/
RuleActionFunction(r, actions) ::= <<
private void <r.name>_action(<r.ctxType> _localctx, int actionIndex) {
 switch (actionIndex) {
 <actions:{index|
case <index>: <actions.(index)> break;}; separator="\n">
 }
}
>>

/* This generates a private method since the predIndex is generated, making an
* overriding implementation impossible to maintain.
*/
RuleSempredFunction(r, actions) ::= <<
private bool <r.name>_sempred(<r.ctxType> _localctx, int predIndex) {
 switch (predIndex) {
 <actions:{index|
case <index>: return <actions.(index)>;}; separator="\n">
 }
```

```
 return true;
}
>>

RuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,namedActions,finallyAction,postamble,exceptions)
::= <<

<if(ruleCtx)>
<ruleCtx>
<endif>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public <endif><currentRule.ctxType>
 <csIdentifier.(currentRule.name)>(<args; separator=", ">) {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | ,
<csIdentifier.(a.name)>}>);
 EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 <if(exceptions)>
 <exceptions; separator="\n">
 <else>
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 <endif>
 finally {
  <finallyAction>
  ExitRule();
 }
 return _localctx;
}
>>

LeftFactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<
```

```
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<csIdentifier.(currentRule.name)>(<args; separator=", ">) {
 <currentRule.ctxType>
 _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | , <csIdentifier.(a.name)>}>);
 EnterLeftFactoredRule(_localctx, <currentRule.startState>, RULE_<currentRule.variantOf>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 finally {
  <finallyAction>
  ExitRule();
 }
 return _localctx;
}
>>

// This behaves similar to RuleFunction (enterRule is called, and no adjustments
// are made to the parse tree), but since it's still a variant no context class
// needs to be generated.
LeftUnfactoredRuleFunction(currentRule,args,code,locals,namedActions,finallyAction,postamble) ::=
<<

<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>private <endif><currentRule.ctxType>
<csIdentifier.(currentRule.name)>(<args;
 separator=", ">) {
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, State<currentRule.args:{a | ,
<csIdentifier.(a.name)>}>);
 EnterRule(_localctx, <currentRule.startState>, RULE_<currentRule.variantOf>);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
```

```
 <namedActions.after>
 }
 catch (RecognitionException re) {
  _localctx.exception = re;
  ErrorHandler.ReportError(this, re);
  ErrorHandler.Recover(this, re);
 }
 finally {
  <finallyAction>
  ExitRule();
 }
 return _localctx;
}
>>

LeftRecursiveRuleFunction(currentRule,args,code,locals,ruleCtx,altLabelCtxs,
 namedActions,finallyAction,postamble) ::=
<<

<ruleCtx>
<altLabelCtxs:{l | <altLabelCtxs.(l)>}; separator="\n">

[RuleVersion(<namedActions.version; null="0">)]
<if(currentRule.modifiers)><currentRule.modifiers:{f | <f> }><else>public <endif><currentRule.ctxType>
<csIdentifier.(currentRule.name)>(<args;
 separator=", ">) {
 return <csIdentifier.(currentRule.name)>(0<currentRule.args:{a | , <csIdentifier.(a.name)>}>);
}

private <currentRule.ctxType> <csIdentifier.(currentRule.name)>(int _p<args:{a | , <a>}>) {
 ParserRuleContext _parentctx = Context;
 int _parentState = State;
 <currentRule.ctxType> _localctx = new <currentRule.ctxType>(Context, _parentState<currentRule.args:{a | ,
<csIdentifier.(a.name)>}>);
 <currentRule.ctxType> _prevctx = _localctx;
 int _startState = <currentRule.startState>;
 EnterRecursionRule(_localctx, <currentRule.startState>, RULE_<currentRule.name>, _p);
 <namedActions.init>
 <locals; separator="\n">
 try {
<if(currentRule.hasLookaheadBlock)>
  int _alt;
<endif>
  <code>
  <postamble; separator="\n">
  <namedActions.after>
 }
 catch (RecognitionException re) {
```

```
 _localctx.exception = re;
 ErrorHandler.ReportError(this, re);
 ErrorHandler.Recover(this, re);
 }
 finally {
  <finallyAction>
  UnrollRecursionContexts(_parentctx);
 }
 return
 _localctx;
}
>>

CodeBlockForOuterMostAlt(currentOuterMostAltCodeBlock, locals, preamble, ops) ::= <<
<if(currentOuterMostAltCodeBlock.altLabel)>_localctx = new <currentOuterMostAltCodeBlock.altLabel;
format="cap">Context(_localctx);<endif>
EnterOuterAlt(_localctx, <currentOuterMostAltCodeBlock.alt.altNum>);
<CodeBlockForAlt(currentAltCodeBlock=currentOuterMostAltCodeBlock, ...)>
>>

CodeBlockForAlt(currentAltCodeBlock, locals, preamble, ops) ::= <<
{
<locals; separator="\n">
<preamble; separator="\n">
<ops; separator="\n">
}
>>

LL1AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
<preamble; separator="\n">
switch (TokenStream.LA(1)) {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
 <alt>
 break;}; separator="\n">
default:
 <error>
}
>>

LL1OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
switch (TokenStream.LA(1))
 {
<choice.altLook,alts:{look,alt| <cases(ttypes=look)>
```

```
 <alt>
 break;}; separator="\n">
default:
 break;
}
>>

LL1OptionalBlockSingleAlt(choice, expr, alts, preamble, error, followExpr) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
if (<expr>) {
 <alts; separator="\n">
}
<!else if ( !(<followExpr>) ) <error>!>
>>

LL1StarBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<preamble; separator="\n">
while (<loopExpr>) {
 <alts; separator="\n">
 State = <choice.loopBackStateNumber>;
 ErrorHandler.Sync(this);
 <iteration>
}
>>

LL1PlusBlockSingleAlt(choice, loopExpr, alts, preamble, iteration) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
<preamble; separator="\n">
do {
 <alts; separator="\n">
 State = <choice.stateNumber>;<! loopback/exit decision !>
 ErrorHandler.Sync(this);
 <iteration>
} while ( <loopExpr> );
>>

//
 LL(*) stuff

AltBlock(choice, preamble, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
<if(choice.label)><labelref(choice.label)> = TokenStream.LT(1);<endif>
```

```
<preamble; separator="\n">
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{alt |
case <i>:
 <alt>
 break;}; separator="\n">
}
>>

OptionalBlock(choice, alts, error) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
switch ( Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context) ) {
<alts:{alt |
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
}
>>

StarBlock(choice, alts, sync, iteration) ::= <<
State = <choice.stateNumber>;
ErrorHandler.Sync(this);
_alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER ) {
 if ( _alt==1<if(!choice.ast.greedy)>+1<endif> ) {
  <iteration>
  <alts> <! should only be one
 !>
 }
 State = <choice.loopBackStateNumber>;
 ErrorHandler.Sync(this);
 _alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
}
>>

PlusBlock(choice, alts, error) ::= <<
State = <choice.blockStartStateNumber>;<! alt block decision !>
ErrorHandler.Sync(this);
_alt = 1<if(!choice.ast.greedy)>+1<endif>;
do {
 switch (_alt) {
 <alts:{alt|
case <i><if(!choice.ast.greedy)>+1<endif>:
 <alt>
 break;}; separator="\n">
 default:
  <error>
```

```
 }
 State = <choice.loopBackStateNumber>;<! loopback/exit decision !>
 ErrorHandler.Sync(this);
 _alt = Interpreter.AdaptivePredict(TokenStream,<choice.decision>,Context);
} while ( _alt!=<choice.exitAlt> && _alt!=global::Antlr4.Runtime.Atn.ATN.INVALID_ALT_NUMBER );
>>

Sync(s) ::= "Sync(<s.expecting.name>);"

ThrowNoViableAlt(t) ::= "throw new NoViableAltException(this);"

TestSetInline(s) ::= <<
<s.bitsets:{bits | <if(rest(rest(bits.ttypes)))><bitsetBitfieldComparison(s, bits)><else><bitsetInlineComparison(s,
bits)><endif>}; separator="
 || ">
>>

// Java language spec 15.19 - shift operators mask operands rather than overflow to 0... need range test
testShiftInRange(shiftAmount) ::= <<
((<shiftAmount>) & ~0x3f) == 0
>>

// produces smaller bytecode only when bits.ttypes contains more than two items
bitsetBitfieldComparison(s, bits) ::= <%
(<testShiftInRange({<offsetShift(s.varName, bits.shift)>})> && ((1L \<\< <offsetShift(s.varName, bits.shift)>) &
(<bits.ttypes:{ttype | (1L \<\< <offsetShift(tokenType.(ttype), bits.shift)>)}; separator=" | ">)) != 0)
%>

isZero ::= [
"0":true,
default:false
]

offsetShift(shiftAmount, offset) ::= <%
<if(!isZero.(offset))>(<shiftAmount> - <offset>)<else><shiftAmount><endif>
%>

// produces more efficient bytecode when bits.ttypes contains at most two items
bitsetInlineComparison(s, bits) ::= <%
<bits.ttypes:{ttype | <s.varName>==<tokenType.(ttype)>}; separator=" || ">
%>

cases(ttypes) ::= <<
<ttypes:{t | case <tokenType.(t)>:}; separator="\n">
>>

InvokeRule(r, argExprsChunks) ::= <<
State
```

```
 = <r.stateNumber>; <if(r.labels)><r.labels:{l | <labelref(l)> =
}><endif><csIdentifier.(r.name)>(<if(r.ast.options.p)><r.ast.options.p><if(argExprsChunks)>,<endif><endif><arg
ExprsChunks>);
>>

MatchToken(m) ::= <<
State = <m.stateNumber>; <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>Match(<tokenType.(m.name)>);
>>

MatchSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, false)>"

MatchNotSet(m, expr, capture) ::= "<CommonSetStuff(m, expr, capture, true)>"

CommonSetStuff(m, expr, capture, invert) ::= <<
State = <m.stateNumber>;
<if(m.labels)><m.labels:{l | <labelref(l)> = }>TokenStream.LT(1);<endif>
<capture>
if ( <if(invert)><m.varName> \<= 0 || <else>!<endif>(<expr>) ) {
 <if(m.labels)><m.labels:{l | <labelref(l)> = }><endif>ErrorHandler.RecoverInline(this);
}
else {
 ErrorHandler.ReportMatch(this);
   Consume();
}
>>

Wildcard(w) ::= <<
State = <w.stateNumber>;
<if(w.labels)><w.labels:{l | <labelref(l)> = }><endif>MatchWildcard();
>>

// ACTION STUFF

Action(a,
 foo, chunks) ::= "<chunks>"

ArgAction(a, chunks) ::= "<chunks>"

SemPred(p, chunks, failChunks) ::= <<
State = <p.stateNumber>;
if (!(<chunks>)) throw new FailedPredicateException(this, <p.predicate><if(failChunks)>,
<failChunks><elseif(p.msg)>, <p.msg><endif>);
>>

ExceptionClause(e, catchArg, catchAction) ::= <<
catch (<catchArg>) {
 <catchAction>
}
```

```
>>

// lexer actions are not associated with model objects

LexerSkipCommand()  ::= "Skip();"
LexerMoreCommand()  ::= "More();"
LexerPopModeCommand() ::= "PopMode();"

LexerTypeCommand(arg, grammar)      ::= "_type = <tokenType.(arg)>;"
LexerChannelCommand(arg, grammar)   ::= "_channel = <channelName.(arg)>;"
LexerModeCommand(arg, grammar)      ::= "_mode = <modeName.(arg)>;"
LexerPushModeCommand(arg, grammar)  ::= "PushMode(<modeName.(arg)>);"

ActionText(t) ::= "<t.text>"
ActionTemplate(t) ::= "<t.st>"
ArgRef(a) ::= "_localctx.<csIdentifier.(a.name)>"
LocalRef(a) ::= "_localctx.<csIdentifier.(a.name)>"
RetValueRef(a) ::= "_localctx.<csIdentifier.(a.name)>"
QRetValueRef(a)
 ::= "<ctx(a)>.<a.dict>.<csIdentifier.(a.name)>"
/** How to translate $tokenLabel */
TokenRef(t) ::= "<ctx(t)>.<csIdentifier.(tokenType.(t.name))>"
LabelRef(t) ::= "<ctx(t)>.<csIdentifier.(t.name)>"
ListLabelRef(t) ::= "<ctx(t)>.<ListLabelName(csIdentifier.(t.name))>"
SetAttr(s,rhsChunks) ::= "<ctx(s)>.<csIdentifier.(s.name)> = <rhsChunks>;"

TokenLabelType() ::= "<file.TokenLabelType; null={IToken}>"
InputSymbolType() ::= "<file.InputSymbolType; null={IToken}>"

TokenPropertyRef_text(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Text:null)"
TokenPropertyRef_type(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Type:0)"
TokenPropertyRef_line(t) ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Line:0)"
TokenPropertyRef_pos(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.CharPositionInLine:0)"
TokenPropertyRef_channel(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.Channel:0)"
TokenPropertyRef_index(t)
 ::= "(<ctx(t)>.<tokenType.(t.label)>!=null?<ctx(t)>.<tokenType.(t.label)>.TokenIndex:0)"
TokenPropertyRef_int(t) ::=
"(<ctx(t)>.<tokenType.(t.label)>!=null?int.Parse(<ctx(t)>.<tokenType.(t.label)>.Text):0)"

RulePropertyRef_start(r) ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.Start):null)"
RulePropertyRef_stop(r)  ::= "(<ctx(r)>.<r.label>!=null?(<ctx(r)>.<r.label>.Stop):null)"
RulePropertyRef_text(r)  ::=
"(<ctx(r)>.<r.label>!=null?TokenStream.GetText(<ctx(r)>.<r.label>.Start,<ctx(r)>.<r.label>.Stop):null)"
RulePropertyRef_ctx(r)  ::= "<ctx(r)>.<r.label>"
RulePropertyRef_parser(r)  ::= "this"
```

```
ThisRulePropertyRef_start(r) ::= "_localctx.Start"
ThisRulePropertyRef_stop(r)  ::= "_localctx.Stop"
ThisRulePropertyRef_text(r)  ::= "TokenStream.GetText(_localctx.Start, TokenStream.LT(-1))"
ThisRulePropertyRef_ctx(r)  ::= "_localctx"
ThisRulePropertyRef_parser(r)  ::= "this"

NonLocalAttrRef(s)
 ::= <%((<s.ruleName; format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<csIdentifier.(s.name)>%>
SetNonLocalAttr(s, rhsChunks)   ::=
 <%((<s.ruleName; format="cap">Context)GetInvokingContext(<s.ruleIndex>)).<csIdentifier.(s.name)> =
<rhsChunks>;%>

AddToLabelList(a) ::= "<ctx(a.label)>.<a.listName>.Add(<labelref(a.label)>);"

TokenDecl(t) ::= "<TokenLabelType()> <csIdentifier.(tokenType.(t.name))>"
TokenTypeDecl(t) ::= "int <csIdentifier.(tokenType.(t.name))>;"
TokenListDecl(t) ::= "IList\<IToken> <csIdentifier.(tokenType.(t.name))> = new List\<IToken>()"
RuleContextDecl(r) ::= "<r.ctxName> <csIdentifier.(r.name)>"
RuleContextListDecl(rdecl) ::= "IList\<<rdecl.ctxName>> <csIdentifier.(rdecl.name)> = new
List\<<rdecl.ctxName>>()"

contextGetterCollection(elementType) ::= <%
<elementType>[]
%>

ContextTokenGetterDecl(t)      ::=
   "public ITerminalNode <csIdentifier.(tokenType.(t.name))>() { return
GetToken(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>,
 0); }"
ContextTokenListGetterDecl(t)  ::= <<
public <contextGetterCollection("ITerminalNode")> <csIdentifier.(tokenType.(t.name))>() { return
GetTokens(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>); }
>>
ContextTokenListIndexedGetterDecl(t)  ::= <<
public ITerminalNode <csIdentifier.(tokenType.(t.name))>(int i) {
 return GetToken(<csIdentifier.(parser.name)>.<csIdentifier.(tokenType.(t.name))>, i);
}
>>
ContextRuleGetterDecl(r)       ::= <<
public <r.ctxName> <csIdentifier.(r.name)>() {
 return GetRuleContext\<<r.ctxName>\>(0);
}
>>
ContextRuleListGetterDecl(r)   ::= <<
public <contextGetterCollection({<r.ctxName>})> <csIdentifier.(r.name)>() {
 return GetRuleContexts\<<r.ctxName>\>();
}
>>
```

```
ContextRuleListIndexedGetterDecl(r)   ::= <<
public <r.ctxName> <csIdentifier.(r.name)>(int i) {
 return GetRuleContext\<<r.ctxName>\>(i);
}
>>

LexerRuleContext() ::= "RuleContext"

/** The rule context name is the rule followed by a suffix; e.g.,
* r becomes rContext.
*/
RuleContextNameSuffix()
 ::= "Context"

ImplicitTokenLabel(tokenName) ::= "_<tokenType.(tokenName)>"
ImplicitRuleLabel(ruleName)   ::= "_<ruleName>"
ImplicitSetLabel(id)    ::= "_tset<id>"
ListLabelName(label)    ::= "_<label>"

CaptureNextToken(d) ::= "<d.varName> = TokenStream.LT(1);"
CaptureNextTokenType(d) ::= "<d.varName> = TokenStream.LA(1);"

StructDecl(struct,ctorAttrs,attrs,getters,dispatchMethods,interfaces,extensionMembers,
        superClass={ParserRuleContext}) ::= <<
public partial class <struct.name> :
<if(contextSuperClass)><contextSuperClass><else>ParserRuleContext<endif><if(interfaces)>, <interfaces;
separator=", "><endif> {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 <if(ctorAttrs)>public <struct.name>(ParserRuleContext parent, int invokingState) : base(parent, invokingState) {
}<endif>
 public <struct.name>(ParserRuleContext parent, int invokingState<ctorAttrs:{a | , <a>}>)
  : base(parent, invokingState)
 {
  <struct.ctorAttrs:{a
| this.<csIdentifier.(a.name)> = <csIdentifier.(a.name)>;}; separator="\n">
 }
 public override int RuleIndex { get { return RULE_<struct.derivedFromName>; } }
<if(struct.provideCopyFrom)> <! don't need copy unless we have subclasses !>
 public <struct.name>() { }
 public virtual void CopyFrom(<struct.name> context) {
  base.CopyFrom(context);
  <struct.attrs:{a | this.<csIdentifier.(a.name)> = context.<csIdentifier.(a.name)>;}; separator="\n">
 }
<endif>
 <dispatchMethods; separator="\n">
 <extensionMembers; separator="\n">
}
```

```
>>

AltLabelStructDecl(struct,attrs,getters,dispatchMethods) ::= <<
public partial class <struct.name> : <currentRule.name; format="cap">Context {
 <attrs:{a | public <a>;}; separator="\n">
 <getters:{g | <g>}; separator="\n">
 public <struct.name>(<currentRule.name; format="cap">Context context) { CopyFrom(context); }
 <dispatchMethods; separator="\n">
}
>>

ListenerDispatchMethod(method) ::= <<
public override void <if(method.isEnter)>Enter<else>Exit<endif>Rule(IParseTreeListener
 listener) {
 I<parser.grammarName>Listener typedListener = listener as I<parser.grammarName>Listener;
 if (typedListener != null) typedListener.<if(method.isEnter)>Enter<else>Exit<endif><struct.derivedFromName;
format="cap">(this);
}
>>

VisitorDispatchMethod(method) ::= <<
public override TResult Accept\<TResult>(IParseTreeVisitor\<TResult> visitor) {
 I<parser.grammarName>Visitor\<TResult> typedVisitor = visitor as I<parser.grammarName>Visitor\<TResult>;
 if (typedVisitor != null) return typedVisitor.Visit<struct.derivedFromName; format="cap">(this);
 else return visitor.VisitChildren(this);
}
>>

AttributeDecl(d) ::= "<d.type> <csIdentifier.(d.name)><if(d.initValue)> = <d.initValue><endif>"

/** If we don't know location of label def x, use this template */
labelref(x) ::= "<if(!x.isLocal)><typedContext(x.ctx)>.<endif><csIdentifier.(x.name)>"

/** For any action chunk, what is correctly-typed context struct ptr? */
ctx(actionChunk) ::= "<typedContext(actionChunk.ctx)>"

//
 only casts _localctx to the type when the cast isn't redundant (i.e. to a sub-context for a labeled alt)
typedContext(ctx) ::= "<if(ctx.provideCopyFrom)>((<ctx.name>)_localctx)<else>_localctx<endif>"

// used for left-recursive rules
recRuleAltPredicate(ruleName,opPrec)  ::= "Precpred(Context, <opPrec>)"
recRuleSetReturnAction(src,name)   ::= "$<name>=$<src>.<name>;"
recRuleSetStopToken()                 ::= "Context.Stop = TokenStream.LT(-1);"

recRuleAltStartAction(ruleName, ctxName, label, isListLabel) ::= <<
_localctx = new <ctxName>Context(_parentctx, _parentState);
<if(label)>
```

```
<if(isListLabel)>
_localctx.<label>.Add(_prevctx);
<else>
_localctx.<label> = _prevctx;
<endif>
<endif>
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleLabeledAltStartAction(ruleName, currentAltLabel, label, isListLabel) ::= <<
_localctx = new <currentAltLabel; format="cap">Context(new <ruleName; format="cap">Context(_parentctx,
_parentState));
<if(label)>
<if(isListLabel)>
((<currentAltLabel;
 format="cap">Context)_localctx).<label>.Add(_prevctx);
<else>
((<currentAltLabel; format="cap">Context)_localctx).<label> = _prevctx;
<endif>
<endif>
PushNewRecursionContext(_localctx, _startState, RULE_<ruleName>);
>>

recRuleReplaceContext(ctxName) ::= <<
_localctx = new <ctxName>Context(_localctx);
Context = _localctx;
_prevctx = _localctx;
>>

recRuleSetPrevCtx() ::= <<
if ( ParseListeners!=null )
 TriggerExitRuleEvent();
_prevctx = _localctx;
>>


LexerFile(file, lexer, namedActions) ::= <<
<fileHeader(file.grammarFileName, file.ANTLRVersion)>
<if(file.genPackage)>
namespace <file.genPackage> {
<endif>
<namedActions.header>
using System;
using System.IO;
using System.Text;
using Antlr4.Runtime;
using Antlr4.Runtime.Atn;
using Antlr4.Runtime.Misc;
```

```
using DFA = Antlr4.Runtime.Dfa.DFA;

<lexer>
<if(file.genPackage)>
} // namespace <file.genPackage>
<endif>
>>

Lexer(lexer, atn, actionFuncs, sempredFuncs, superClass) ::= <<
[System.CodeDom.Compiler.GeneratedCode("ANTLR",
 "<file.ANTLRVersion>")]
[System.CLSCompliant(false)]
public partial class <csIdentifier.(lexer.name)> : <superClass; null="Lexer"> {
 protected static DFA[] decisionToDFA;
 protected static PredictionContextCache sharedContextCache = new PredictionContextCache();
 public const int
  <lexer.tokens:{k | <tokenType.(k)>=<lexer.tokens.(k)>}; separator=", ", wrap, anchor>;
 <if(lexer.channels)>
 public const int
  <lexer.channels:{k | <csIdentifier.(k)>=<lexer.channels.(k)>}; separator=", ", wrap, anchor>;
 <endif>
 <if(rest(lexer.modes))>
 public const int
  <rest(lexer.modes):{m | <m>=<i>}; separator=", ", wrap, anchor>;
 <endif>
 public static string[] channelNames = {
  "DEFAULT_TOKEN_CHANNEL", "HIDDEN"<if (lexer.channels)>, <lexer.channels:{c| "<c>"}; separator=", ",
wrap, anchor><endif>
 };

 public static string[] modeNames = {
  <lexer.modes:{m| "<m>"}; separator=", ", wrap, anchor>
 };

 public static readonly string[] ruleNames = {
  <lexer.ruleNames:{r | "<r>"}; separator=",
 ", wrap, anchor>
 };

 <namedActions.members>

 public <csIdentifier.(lexer.name)>(ICharStream input)
 : this(input, Console.Out, Console.Error) { }

 public <csIdentifier.(lexer.name)>(ICharStream input, TextWriter output, TextWriter errorOutput)
 : base(input, output, errorOutput)
 {
  Interpreter = new LexerATNSimulator(this, _ATN, decisionToDFA, sharedContextCache);
```

```
 }

 <vocabulary(lexer.literalNames, lexer.symbolicNames)>

 public override string GrammarFileName { get { return "<lexer.grammarFileName>"; } }

 public override string[] RuleNames { get { return ruleNames; } }

 public override string[] ChannelNames { get { return channelNames; } }

 public override string[] ModeNames { get { return modeNames; } }

 public override string SerializedAtn { get { return new string(_serializedATN); } }

 static <csIdentifier.(lexer.name)>() {
  decisionToDFA = new DFA[_ATN.NumberOfDecisions];
  for (int i = 0; i \< _ATN.NumberOfDecisions; i++) {
   decisionToDFA[i] = new DFA(_ATN.GetDecisionState(i),
 i);
  }
 }
 <dumpActions(lexer, "", actionFuncs, sempredFuncs)>
 <atn>
}
>>


SerializedATN(model) ::= <<
private static char[] _serializedATN = {
 <model.serialized; separator=", ", wrap>,
};

public static readonly ATN _ATN =
 new ATNDeserializer().Deserialize(_serializedATN);


>>

initValue(typeName) ::= <<
default(<typeName>)
>>

codeFileExtension() ::= ".cs"

modeName ::= [
 "DEFAULT_MODE" : "DefaultMode",
 default : key
]
```

```
channelName ::= [
 "HIDDEN" : "Hidden",
 "DEFAULT_TOKEN_CHANNEL" : "DefaultTokenChannel",
 default : key
]

tokenType ::= [
 "EOF" : "Eof",
 default : key
]

csIdentifier ::= [
 "abstract" : "@abstract",
 "as" : "@as",
 "base" : "@base",
 "bool" : "@bool",
 "break" : "@break",
 "byte" : "@byte",
 "case" : "@case",
 "catch" : "@catch",
 "char" : "@char",
 "checked" : "@checked",
 "class" : "@class",
 "const" : "@const",
 "continue" : "@continue",
 "decimal" : "@decimal",
 "default" : "@default",
 "delegate" : "@delegate",
 "do" : "@do",
 "double"
 : "@double",
 "else" : "@else",
 "enum" : "@enum",
 "event" : "@event",
 "explicit" : "@explicit",
 "extern" : "@extern",
 "false" : "@false",
 "finally" : "@finally",
 "fixed" : "@fixed",
 "float" : "@float",
 "for" : "@for",
 "foreach" : "@foreach",
 "goto" : "@goto",
 "if" : "@if",
 "implicit" : "@implicit",
 "in" : "@in",
 "int" : "@int",
```

```
"interface" : "@interface",
"internal" : "@internal",
"is" : "@is",
"lock" : "@lock",
"long" : "@long",
"namespace" : "@namespace",
"new" : "@new",
"null" : "@null",
"object" : "@object",
"operator" : "@operator",
"out" : "@out",
"override" : "@override",
"params" : "@params",
"private" : "@private",
"protected" : "@protected",
"public" : "@public",
"readonly" : "@readonly",
"ref" : "@ref",
"return" : "@return",
"sbyte" : "@sbyte",
"sealed" : "@sealed",
"short" : "@short",
"sizeof" : "@sizeof",
"stackalloc" : "@stackalloc",
"static" : "@static",
"string" : "@string",
"struct" : "@struct",
"switch" : "@switch",
"this"
: "@this",
"throw" : "@throw",
"true" : "@true",
"try" : "@try",
"typeof" : "@typeof",
"uint" : "@uint",
"ulong" : "@ulong",
"unchecked" : "@unchecked",
"unsafe" : "@unsafe",
"ushort" : "@ushort",
"using" : "@using",
"virtual" : "@virtual",
"values" : "@values",
"void" : "@void",
"volatile" : "@volatile",
"while" : "@while",
default : key
]
```

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*/

lexer grammar ActionSplitter;

options { filter=true; }

@header {
package org.antlr.v4.parse;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
}

@members {
ActionSplitterListener delegate;
```

```
public ActionSplitter(CharStream input, ActionSplitterListener delegate) {
  this(input, new RecognizerSharedState());
  this.delegate = delegate;
}

/** force filtering
 (and return tokens). triggers all above actions. */
public List<Token> getActionTokens() {
  List<Token> chunks = new ArrayList<Token>();
  Token t = nextToken();
  while ( t.getType()!=Token.EOF ) {
     chunks.add(t);
     t = nextToken();
  }
  return chunks;
}

private boolean isIDStartChar(int c) {
 return c == '_' || Character.isLetter(c);
}
}

// ignore comments right away

COMMENT
  :   '/*' ( options {greedy=false;} : . )* '*/' {delegate.text($text);}
  ;

LINE_COMMENT
  : '//' ~('\n'|'\r')* '\r'? '\n' {delegate.text($text);}
  ;

SET_NONLOCAL_ATTR
 : '$' x=ID '::' y=ID WS? '=' expr=ATTR_VALUE_EXPR ';'
  {
  delegate.setNonLocalAttr($text, $x, $y, $expr);
  }
 ;

NONLOCAL_ATTR
 : '$' x=ID '::' y=ID {delegate.nonLocalAttr($text, $x, $y);}
 ;

QUALIFIED_ATTR
 : '$' x=ID '.' y=ID {input.LA(1)!='('}? {delegate.qualifiedAttr($text, $x, $y);}
 ;
```

```
SET_ATTR
 : '$' x=ID WS? '=' expr=ATTR_VALUE_EXPR ';'
  {
  delegate.setAttr($text, $x, $expr);
  }
 ;

ATTR
 : '$'
 x=ID {delegate.attr($text, $x);}
 ;

// Anything else is just random text
TEXT
@init {StringBuilder buf = new StringBuilder();}
@after {delegate.text(buf.toString());}
 : ( c=~('\\'| '$') {buf.append((char)$c);}
  | '\\$' {buf.append('$');}
  | '\\' c=~('$') {buf.append('\\').append((char)$c);}
  | {!isIDStartChar(input.LA(2))}? => '$' {buf.append('$');}
  )+
 ;

fragment
ID  : ('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'0'..'9'|'_')*
   ;

/** Don't allow an = as first char to prevent $x == 3; kind of stuff. */
fragment
ATTR_VALUE_EXPR
 : ~'=' (~';')*
 ;

fragment
WS : (' '|'\t'|'\n'|'\r')+
 ;
```

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*/

/** How to generate rules derived from left-recursive rules.
*  These rely on recRuleAltPredicate(),
*  recRuleArg(), recRuleSetResultAction(), recRuleSetReturnAction()
*  templates in main language.stg
*/
group LeftRecursiveRules;

recRule(ruleName, argName, primaryAlts, opAlts, setResultAction,
      userRetvals, leftRecursiveRuleRefLabels) ::=
<<
<ruleName><if(userRetvals)>
 returns [<userRetvals>]<endif>
  :  ( {} <primaryAlts:{alt | <alt.altText> }; separator="\n       | ">
     )
     (
       <opAlts; separator="\n       | ">
     )*
  ;
```

>>

recRuleAlt(alt, precOption, opPrec, pred) ::= <<
{<pred>}?\<<precOption>=<opPrec>\> <alt.altText>
>>

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*/

tree grammar SourceGenTriggers;
options {
 language   = Java;
 tokenVocab   = ANTLRParser;
 ASTLabelType = GrammarAST;
}

```
@header {
package org.antlr.v4.codegen;
import org.antlr.v4.misc.Utils;
import org.antlr.v4.codegen.model.*;
import org.antlr.v4.codegen.model.decl.*;
import org.antlr.v4.tool.*;
import org.antlr.v4.tool.ast.*;
import java.util.Collections;
import
 java.util.Map;
import java.util.HashMap;
}

@members {
 public OutputModelController controller;
   public boolean hasLookaheadBlock;
   public SourceGenTriggers(TreeNodeStream input, OutputModelController controller) {
    this(input);
    this.controller = controller;
   }
}

dummy : block[null, null] ;

block[GrammarAST label, GrammarAST ebnfRoot] returns [List<? extends SrcOp> omos]
   : ^( blk=BLOCK (^(OPTIONS .+))?
   {List<CodeBlockForAlt> alts = new ArrayList<CodeBlockForAlt>();}
     ( alternative {alts.add($alternative.altCodeBlock);} )+
    )
    {
    if ( alts.size()==1 && ebnfRoot==null) return alts;
    if ( ebnfRoot==null ) {
        $omos = DefaultOutputModelFactory.list(controller.getChoiceBlock((BlockAST)$blk, alts, $label));
    }
    else {
          Choice choice = controller.getEBNFBlock($ebnfRoot, alts);
          hasLookaheadBlock |= choice instanceof PlusBlock || choice instanceof StarBlock;
        $omos = DefaultOutputModelFactory.list(choice);
     }
    }
   ;

alternative returns [CodeBlockForAlt altCodeBlock, List<SrcOp> ops]
@init {
   boolean outerMost = inContext("RULE BLOCK");
}
@after {
   controller.finishAlternative($altCodeBlock, $ops, outerMost);
```

```
}
  : a=alt[outerMost] {$altCodeBlock=$a.altCodeBlock; $ops=$a.ops;}
 ;

alt[boolean outerMost] returns [CodeBlockForAlt altCodeBlock, List<SrcOp> ops]
@init {
 // set alt if outer ALT only (the only ones with alt field set to Alternative object)
 AltAST altAST = (AltAST)retval.start;
 if ( outerMost ) controller.setCurrentOuterMostAlt(altAST.alt);
}
 : {
  List<SrcOp> elems = new ArrayList<SrcOp>();
  // TODO: shouldn't we pass $start to controller.alternative()?
  $altCodeBlock = controller.alternative(controller.getCurrentOuterMostAlt(), outerMost);
  $altCodeBlock.ops = $ops = elems;
  controller.setCurrentBlock($altCodeBlock);
  }
  ^( ALT elementOptions? ( element {if ($element.omos!=null) elems.addAll($element.omos);} )+ )

 | ^(ALT elementOptions?
 EPSILON)
      {$altCodeBlock = controller.epsilon(controller.getCurrentOuterMostAlt(), outerMost);}
  ;

element returns [List<? extends SrcOp> omos]
 : labeledElement     {$omos = $labeledElement.omos;}
 | atom[null,false]   {$omos = $atom.omos;}
 | subrule       {$omos = $subrule.omos;}
 |   ACTION       {$omos = controller.action((ActionAST)$ACTION);}
 |   SEMPRED       {$omos = controller.sempred((ActionAST)$SEMPRED);}
 | ^(ACTION elementOptions)  {$omos = controller.action((ActionAST)$ACTION);}
 |   ^(SEMPRED elementOptions)  {$omos = controller.sempred((ActionAST)$SEMPRED);}
 ;

labeledElement returns [List<? extends SrcOp> omos]
 : ^(ASSIGN ID atom[$ID,false] )   {$omos = $atom.omos;}
 | ^(PLUS_ASSIGN ID atom[$ID,false])  {$omos = $atom.omos;}
 | ^(ASSIGN ID block[$ID,null] )   {$omos = $block.omos;}
 | ^(PLUS_ASSIGN ID block[$ID,null])  {$omos = $block.omos;}
 ;

subrule returns [List<? extends SrcOp> omos]
 : ^(OPTIONAL b=block[null,$OPTIONAL])
  {
  $omos = $block.omos;
  }
 | ( ^(op=CLOSURE
```

```
 b=block[null,null])
  | ^(op=POSITIVE_CLOSURE b=block[null,null])
  )
  {
  List<CodeBlockForAlt> alts = new ArrayList<CodeBlockForAlt>();
  SrcOp blk = $b.omos.get(0);
  CodeBlockForAlt alt = new CodeBlockForAlt(controller.delegate);
  alt.addOp(blk);
  alts.add(alt);
  SrcOp loop = controller.getEBNFBlock($op, alts); // "star it"
      hasLookaheadBlock |= loop instanceof PlusBlock || loop instanceof StarBlock;
      $omos = DefaultOutputModelFactory.list(loop);
  }
 |  block[null, null]     {$omos = $block.omos;}
   ;

blockSet[GrammarAST label, boolean invert] returns [List<SrcOp> omos]
   : ^(SET atom[label,invert]+) {$omos = controller.set($SET, $label, invert);}
   ;

/*
setElement
 : STRING_LITERAL
 | TOKEN_REF
 | ^(RANGE STRING_LITERAL STRING_LITERAL)
 ;
*/

// TODO: combine ROOT/BANG into one then just make new op ref'ing return value of atom/terminal...
// TODO: same for NOT
atom[GrammarAST label, boolean invert] returns [List<SrcOp> omos]
 : ^(NOT
 a=atom[$label, true])  {$omos = $a.omos;}
 | range[label]       {$omos = $range.omos;}
 | ^(DOT ID terminal[$label])
 | ^(DOT ID ruleref[$label])
   | ^(WILDCARD .)       {$omos = controller.wildcard($WILDCARD, $label);}
   | WILDCARD        {$omos = controller.wildcard($WILDCARD, $label);}
   |   terminal[label]     {$omos = $terminal.omos;}
   |   ruleref[label]     {$omos = $ruleref.omos;}
 | blockSet[$label, invert]  {$omos = $blockSet.omos;}
 ;

ruleref[GrammarAST label] returns [List<SrcOp> omos]
   : ^(RULE_REF ARG_ACTION? elementOptions?)  {$omos = controller.ruleRef($RULE_REF, $label,
$ARG_ACTION);}
   ;
```

```
range[GrammarAST label] returns [List<SrcOp> omos]
  : ^(RANGE a=STRING_LITERAL b=STRING_LITERAL)
  ;

terminal[GrammarAST label] returns [List<SrcOp> omos]
  :  ^(STRING_LITERAL .)   {$omos = controller.stringRef($STRING_LITERAL, $label);}
  | STRING_LITERAL    {$omos = controller.stringRef($STRING_LITERAL, $label);}
  | ^(TOKEN_REF ARG_ACTION .) {$omos =
 controller.tokenRef($TOKEN_REF, $label, $ARG_ACTION);}
  | ^(TOKEN_REF .)    {$omos = controller.tokenRef($TOKEN_REF, $label, null);}
  | TOKEN_REF     {$omos = controller.tokenRef($TOKEN_REF, $label, null);}
  ;

elementOptions
  : ^(ELEMENT_OPTIONS elementOption+)
  ;

elementOption
  : ID
  |  ^(ASSIGN ID ID)
  |  ^(ASSIGN ID STRING_LITERAL)
  |  ^(ASSIGN ID ACTION)
  |  ^(ASSIGN ID INT)
  ;
```

Found in path(s):
* /antlr4-4-7-2-sources-1-jar/org/antlr/v4/codegen/SourceGenTriggers.g

1.1312 sindresorhus/normalize-url 1.9.1

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1.1313 types-json-schema 7.0.9

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1.1314 spdx-license-ids 3.0.10

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Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/main/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm/):

```
```

npm install spdx-license-ids
```

## [Node.js](https://nodejs.org/) API

### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]

ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=>
 true

ids.includes('GPL-3.0'); //=> false
```

require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]

deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false

deprecatedIds.includes('GPL-3.0'); //=> true
```

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1.1315 node-graceful-fs 4.2.8
```

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1.1316 cosmiconfig 7.0.1

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1.1317 eslint-plugin-compat 3.13.0

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1.1318 eslint-plugin-import 0.3.6

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1.1319 slf4j 1.7.31

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*/

Found in path(s):
* /slf4j-api-1-7-31-sources-jar/org/slf4j/spi/LoggerFactoryBinder.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/SubstituteLogger.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/IMarkerFactory.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/spi/MDCAdapter.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/SubstituteLoggerFactory.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/Marker.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/NOPMDCAdapter.java

* /slf4j-api-1-7-31-sources-jar/org/slf4j/impl/StaticLoggerBinder.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/BasicMDCAdapter.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/MessageFormatter.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/NOPLoggerFactory.java
*
/slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/NOPLogger.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/spi/LocationAwareLogger.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/NamedLoggerBase.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/FormattingTuple.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/MDC.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/BasicMarkerFactory.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/MarkerIgnoringBase.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/impl/StaticMDCBinder.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/impl/StaticMarkerBinder.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/Util.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/spi/MarkerFactoryBinder.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/ILoggerFactory.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/LoggerFactory.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/Logger.java
* /slf4j-api-1-7-31-sources-jar/org/slf4j/helpers/BasicMarker.java
*
/slf4j-api-1-7-31-sources-jar/org/slf4j/MarkerFactory.java

1.1320 fecha 4.2.1

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1.1321 rxjs 3.1.2

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1.1322 eslint-plugin-standard 4.1.0

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1.1323 eslint-plugin-promise 5.1.0

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1.1324 nan 2.15.0

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1.1325 eslint-plugin-import 2.24.2

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1.1326 tsconfig-paths 3.11.0

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1.1327 mxparser 1.2.2

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1.1330 core-util-is 1.0.3

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1.1336 @babel/template 7.15.4

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1.1340 redux 4.1.1

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1.1341 prelude-ls 1.2.1

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name: 'prelude-ls'
version: '1.2.1'

author: 'George Zahariev <z@georgezahariev.com>'

description: "prelude.ls is a functionally oriented utility library. It is powerful and flexible. Almost all of its functions are curried. It is written in, and is the recommended base library for, LiveScript."

keywords:
 'prelude'
 'livescript'
 'utility'
 'ls'
 'coffeescript'
 'javascript'
 'library'
 'functional'
 'array'
 'list'
 'object'
 'string'

main: 'lib/'

files:
 'lib/'
 'README.md'
 'LICENSE'

homepage: 'http://preludels.com'
bugs: 'https://github.com/gkz/prelude-ls/issues'
license: 'MIT'
engines:
 node: '>= 0.8.0'
repository:
 type: 'git'
 url: 'git://github.com/gkz/prelude-ls.git'
scripts:
 test: "make test"

dev-dependencies:
 livescript: "^1.6.0",
 'uglify-js': "^3.8.1",
 mocha: "^7.1.1",
 browserify: "^16.5.1",
 sinon: "~8.0.1"

1.1342 validate-npm-package-license 3.0.4

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validate-npm-package-license
==========

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript

var assert = require('assert');
var validSPDXExpression = {
 validForNewPackages: true,
 validForOldPackages: true,
 spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```
The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
 valid('Apache 2.0'),
 {
   validForOldPackages: false,
   validForNewPackages: false,
   warnings: [
     'license should be ' +
     'a valid SPDX license expression (without "LicenseRef"), ' +
     '"UNLICENSED", or ' +
      '"SEE LICENSE IN <filename>"',
     'license is similar to the valid expression "Apache-2.0"'
   ]
 }
);
```

SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
 valid('(GPL-3.0-only OR BSD-2-Clause)'),
 validSPDXExpression
```

);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
 validForOldPackages: false,
 validForNewPackages: false,
 spdx: true,
 warnings: [
  'license should be ' +
  'a valid SPDX license expression (without "LicenseRef"), ' +
  '"UNLICENSED", or ' +
  '"SEE LICENSE IN <filename>"',
 ]
};

assert.deepEqual(
 valid('LicenseRef-Made-Up'),
 warningAboutLicenseRef
);

assert.deepEqual(
 valid('(MIT OR LicenseRef-Made-Up)'),
 warningAboutLicenseRef
);
```

If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
 valid('SEE
 LICENSE IN LICENSE.txt'),
 {
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'LICENSE.txt'
 }
);

assert.deepEqual(
 valid('SEE LICENSE IN license.md'),
 {
  validForNewPackages: true,
  validForOldPackages: true,
```
```

```
  inFile: 'license.md'
 }
);
```

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
 validForNewPackages: true,
 validForOldPackages: true,
 unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

1.1343 jersey-hk2 2.35

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*/
```

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>>> org.sonatype.plexus:plexus-cipher
>>> org.sonatype.plexus:plexus-sec-dispatcher
>>> commons-logging:commons-logging
>>> org.codehaus.groovy:groovy
>>> org.apache.maven:maven-aether-provider
>>> org.apache.maven:maven-model
>>> org.apache.maven:maven-model-builder
>>> org.apache.maven:maven-repository-metadata
>>> org.apache.maven:maven-settings
>>> org.apache.maven:maven-settings-builder
>>> org.codehaus.plexus:plexus-component-annotations
>>>
org.codehaus.plexus:plexus-utils
>>> org.codehaus.plexus:plexus-component-api
>>> org.codehaus.plexus:plexus-interpolation

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1.1360 http-proxy 1.18.1

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1.1361 visual-studio-runtime 7.10.6030.0

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1.1363 visual-studio-runtime 14.16.27033.0

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http://www.cl.cam.ac.uk/~mr10/Bench/README

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Martin Richards
23 February 2007

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new XElement("fm",

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  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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

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

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By Sean Eron Anderson
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John R. Hauser
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Martin Richards
23 February 2007
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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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https://github.com/santoshsahoo/nbench (mirror of the same code)

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```
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 <PropertyGroup>
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  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
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  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
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  <ProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
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1.1379 blackduck-common 58.0.2

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/blackduck-common-58-0-2-sources-
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* /blackduck-common-58-0-2-sources-
jar/com/synopsys/integration/blackduck/service/model/ProjectSyncModel.java
* /blackduck-common-58-0-2-sources-
jar/com/synopsys/integration/blackduck/codelocation/CodeLocationsRetriever.java
* /blackduck-common-58-0-2-sources-
jar/com/synopsys/integration/blackduck/codelocation/CodeLocationWaiter.java
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1.1380 ajv 6.12.6

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1.1381 jackson 2.13.2

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* /phone-home-client-5-0-0-sources-jar/com/synopsys/integration/phonehome/google/analytics/GoogleAnalyticsRequestTransformer.java
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1.1383 integration-bdio 22.1.5

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 /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/graph/DependencyGraph.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/model/externalid/ExternalIdFactory.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/graph/DependencyGraphTransformer.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/model/dependency/Dependency.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/model/BdioIdAdapter.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/model/BdioIdEscaper.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/BdioWriter.java
* /integration-bdio-22-1-5-sources-jar/com/synopsys/integration/bdio/model/BdioProject.java

1.1384 integration-common 25.2.0

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* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/BufferedIntLogger.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/SilentIntLogger.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/ExecutableRunnerException.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/function/ThrowingSupplier.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/wait/WaitJobConfig.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/MaskedStringFieldToStringBuilder.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/NameVersion.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/Slf4jIntLogger.java
*
 /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/EnumUtils.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/ExcludedIncludedWildcardFilter.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/IntegrationEscapeUtil.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/LogLevel.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/DryRunExecutableRunner.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/NoThreadExecutorService.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/ExecutableStreamThread.java

* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/OperatingSystemType.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/builder/IntegrationBuilder.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/ResourceUtil.java
*
 /integration-common-25-2-0-sources-jar/com/synopsys/integration/function/ThrowingConsumer.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/IntEnvironmentVariables.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/builder/BuilderPropertyKey.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/exception/IntegrationException.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/PrintStreamIntLogger.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/ExecutableRunner.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/exception/IntegrationTimeoutException.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/builder/BuilderProperties.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/function/ThrowingFunction.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/ExcludedIncludedFilter.java
*
 /integration-common-25-2-0-sources-jar/com/synopsys/integration/function/ThrowingBiFunction.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/exception/IntegrationArgumentException.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/HostNameHelper.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/wait/WaitJobCompleter.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/IntLogger.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/CleanupZipExpander.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/ExecutableOutput.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/Executable.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/wait/WaitJobCondition.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/datastructure/SetMap.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/builder/Buildable.java
*
 /integration-common-25-2-0-sources-jar/com/synopsys/integration/wait/BooleanWaitJobCompleter.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/log/Slf4jPrefixIntLogger.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/CommonZipExpander.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/executable/ProcessBuilderRunner.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/wait/WaitJob.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/Stringable.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/util/TokenizerUtils.java
* /integration-common-25-2-0-sources-jar/com/synopsys/integration/builder/BuilderStatus.java

1.1385 integration-rest 10.1.0

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* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/MapBodyContent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/HttpMethod.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/service/IntResponseTransformer.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/exception/IntegrationCertificateException.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/StringBodyContent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/FileBodyContent.java
*
 /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/response/Response.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/MultipartBodyContent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/HttpUrl.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/proxy/ProxyInfoBuilder.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/EntityBodyContent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/client/IntHttpClient.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/component/IntRestComponent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/response/DefaultResponse.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/request/PageRequestHandler.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/service/IntJsonTransformer.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/BodyContentConverter.java
*
 /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/support/AuthenticationSupport.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/credentials/CredentialsBuilder.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/component/IntRestResponse.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/exception/ApiException.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/client/ConnectionResult.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/RestConstants.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/proxy/ProxyInfo.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/response/PageResponse.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/request/Request.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/client/BasicAuthHttpClient.java
*
 /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/response/ErrorResponse.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/credentials/Credentials.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/ObjectBodyContent.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/client/AuthenticatingIntHttpClient.java
* /integration-rest-10-1-0-sources-jar/com/synopsys/integration/rest/body/BodyContent.java

1.1386 picomatch 2.3.0

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1.1387 object.getownpropertydescriptors 2.1.3

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1.1388 node-glob 7.2.0

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1.1389 import-local 3.0.3

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1.1390 jsx-ast-utils 3.2.1

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1.1391 string-prototype-matchall 4.0.6

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1.1392 mime-db 1.50.0

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1.1393 array-includes 3.1.4

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1.1394 array-prototype-flatmap 1.2.5

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1.1395 node-source-map-support 0.5.20

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1.1396 deepmerge 4.2.2

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1.1397 springframework-beans 3.2.15

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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Martin Richards
23 February 2007
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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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```
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
```

</ItemGroup>
</Project>
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http://zlib.net/zlib_license.html

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

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By Sean Eron Anderson
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1.1410 colors.js 1.1.2

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1.1412 enzymejs 1.15.6

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1.1413 math-expression-evaluator 1.3.8

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* /ognl-3-1-29-sources-jar/ognl/ElementsAccessor.java
* /ognl-3-1-29-sources-jar/ognl/IteratorElementsAccessor.java
* /ognl-3-1-29-sources-jar/ognl/IteratorPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ObjectIndexedPropertyDescriptor.java
* /ognl-3-1-29-sources-jar/ognl/EvaluationPool.java
* /ognl-3-1-29-sources-jar/ognl/MethodFailedException.java
* /ognl-3-1-29-sources-jar/ognl/ASTLess.java
* /ognl-3-1-29-sources-jar/ognl/ASTTest.java
* /ognl-3-1-29-sources-jar/ognl/ExpressionSyntaxException.java
* /ognl-3-1-29-sources-jar/ognl/ASTBitOr.java
*
 /ognl-3-1-29-sources-jar/ognl/ASTAnd.java
* /ognl-3-1-29-sources-jar/ognl/NumericTypes.java
* /ognl-3-1-29-sources-jar/ognl/ASTInstanceof.java
* /ognl-3-1-29-sources-jar/ognl/ASTNotIn.java
* /ognl-3-1-29-sources-jar/ognl/ClassResolver.java
* /ognl-3-1-29-sources-jar/ognl/DefaultClassResolver.java
* /ognl-3-1-29-sources-jar/ognl/ASTKeyValue.java
* /ognl-3-1-29-sources-jar/ognl/OgnlException.java
* /ognl-3-1-29-sources-jar/ognl/EnumerationElementsAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTBitNegate.java
* /ognl-3-1-29-sources-jar/ognl/ASTShiftRight.java
* /ognl-3-1-29-sources-jar/ognl/ASTGreaterEq.java
* /ognl-3-1-29-sources-jar/ognl/ASTSubtract.java
* /ognl-3-1-29-sources-jar/ognl/TypeConverter.java
* /ognl-3-1-29-sources-jar/ognl/ASTNot.java
* /ognl-3-1-29-sources-jar/ognl/ASTSelectFirst.java
* /ognl-3-1-29-sources-jar/ognl/SetPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTSequence.java
* /ognl-3-1-29-sources-jar/ognl/MemberAccess.java
* /ognl-3-1-29-sources-jar/ognl/ObjectElementsAccessor.java
*
 /ognl-3-1-29-sources-jar/ognl/Node.java
* /ognl-3-1-29-sources-jar/ognl/NoSuchPropertyException.java
* /ognl-3-1-29-sources-jar/ognl/ASTXor.java
* /ognl-3-1-29-sources-jar/ognl/ASTOr.java
* /ognl-3-1-29-sources-jar/ognl/ASTMultiply.java

* /ognl-3-1-29-sources-jar/ognl/Evaluation.java
* /ognl-3-1-29-sources-jar/ognl/ASTShiftLeft.java
* /ognl-3-1-29-sources-jar/ognl/ASTRemainder.java
* /ognl-3-1-29-sources-jar/ognl/ASTGreater.java
* /ognl-3-1-29-sources-jar/ognl/ASTBitAnd.java
* /ognl-3-1-29-sources-jar/ognl/ObjectNullHandler.java
* /ognl-3-1-29-sources-jar/ognl/ASTSelectLast.java
* /ognl-3-1-29-sources-jar/ognl/ASTIn.java
* /ognl-3-1-29-sources-jar/ognl/ASTDivide.java
* /ognl-3-1-29-sources-jar/ognl/NumberElementsAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTUnsignedShiftRight.java
* /ognl-3-1-29-sources-jar/ognl/DefaultTypeConverter.java
* /ognl-3-1-29-sources-jar/ognl/ASTAdd.java
* /ognl-3-1-29-sources-jar/ognl/ASTLessEq.java
* /ognl-3-1-29-sources-jar/ognl/ExpressionNode.java
*
/ognl-3-1-29-sources-jar/ognl/MethodAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTAssign.java
* /ognl-3-1-29-sources-jar/ognl/IteratorEnumeration.java
* /ognl-3-1-29-sources-jar/ognl/NullHandler.java
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//--------------------------------------------------------------------------

/*
* This file defines the syntax of OGNL, the Object-Graph Navigation Language.  This
* language was devised by Drew Davidson, who called it Key-Value Coding Language.  Luke
* Blanshard
 then made up the new name and reimplemented it using ANTLR, refining and
* polishing the language a bit on the way.  Drew maintained the system for a couple of
* years; then Luke converted the ANTLR grammar to JavaCC, to eliminate the run-time
* dependency on ANTLR.
*
* See package.html for a description of the language.
*/

options {
    // Parser options
  LOOKAHEAD          = 1;
  STATIC             = false;
  JAVA_UNICODE_ESCAPE = true;
  UNICODE_INPUT      = true;

    // Tree options
  MULTI            = true;
  NODE_DEFAULT_VOID = true;
}

PARSER_BEGIN(OgnlParser)

package ognl;
```

```
import java.math.*;

/**
* OgnlParser is a JavaCC parser class; it translates OGNL expressions into abstract
* syntax trees (ASTs) that can then be interpreted by the getValue and setValue methods.
*/
public class OgnlParser
{
}

PARSER_END(OgnlParser)




/**
* This is the top-level construct of OGNL.
*/
Node topLevelExpression() : {}
{
  expression() <EOF> { return
 jjtree.rootNode(); }
}

// sequence (level 14)
void expression() : {}
{
  assignmentExpression() ( "," assignmentExpression() #Sequence(2) )*
}

// assignment expression (level 13)
void assignmentExpression() : {}
{
  conditionalTestExpression() [ "=" assignmentExpression() #Assign(2) ]
}

// conditional test (level 12)
void conditionalTestExpression() : {}
{
  logicalOrExpression()
     [ "?" conditionalTestExpression() ":" conditionalTestExpression() #Test(3) ]
}

// logical or (||)  (level 11)
void logicalOrExpression() : {}
{
  logicalAndExpression() (("||" | "or") logicalAndExpression() #Or(2) )*
```

```
}


// logical and (&&)  (level 10)
void logicalAndExpression() : {}
{
  inclusiveOrExpression() (("&&" | "and") inclusiveOrExpression() #And(2) )*
}


// bitwise or non-short-circuiting or (|)  (level 9)
void inclusiveOrExpression() : {}
{
  exclusiveOrExpression() (("|" | "bor") exclusiveOrExpression() #BitOr(2) )*
}


// exclusive or (^)  (level 8)
void exclusiveOrExpression()
 : {}
{
  andExpression() (("^" | "xor") andExpression() #Xor(2) )*
}


// bitwise or non-short-circuiting and (&)  (level 7)
void andExpression() : {}
{
  equalityExpression() (("&" | "band") equalityExpression() #BitAnd(2) )*
}


// equality/inequality (==/!=) (level 6)
void equalityExpression() : {}
{
  relationalExpression()
  (
     ("==" | "eq") relationalExpression() #Eq(2)
   |
     ("!=" | "neq") relationalExpression() #NotEq(2)
  )*
}


// boolean relational expressions (level 5)
void relationalExpression() : {}
{
  shiftExpression()
```

```
  (
    ("<" | "lt") shiftExpression() #Less(2)
  |
    (">" | "gt") shiftExpression() #Greater(2)
  |
    ("<=" | "lte") shiftExpression() #LessEq(2)
  |
    (">=" | "gte") shiftExpression() #GreaterEq(2)
  |
    "in" shiftExpression() #In(2)
  |
    "not" "in" shiftExpression() #NotIn(2)
  )*
}


// bit shift expressions (level 4)
void shiftExpression() : {}
{
  additiveExpression()
  (
    ("<<" | "shl") additiveExpression() #ShiftLeft(2)
  |
    (">>" | "shr") additiveExpression() #ShiftRight(2)
  |
    (">>>" | "ushr") additiveExpression() #UnsignedShiftRight(2)
  )*
}


// binary addition/subtraction (level 3)
void additiveExpression() : {}
{
  multiplicativeExpression()
  (
    "+" multiplicativeExpression() #Add(2)
  |
    "-" multiplicativeExpression() #Subtract(2)
  )*
}


// multiplication/division/remainder (level 2)
void multiplicativeExpression() : {}
{
  unaryExpression()
  (
    "*" unaryExpression() #Multiply(2)
```

```
    |
      "/" unaryExpression() #Divide(2)
    |
      "%" unaryExpression() #Remainder(2)
    )*
}

// unary (level 1)
void unaryExpression() : {
  StringBuffer sb;
  Token t;
  ASTInstanceof ionode;
}
{
  (
      "-" unaryExpression() #Negate(1)
    |
      "+" unaryExpression() // Just leave it there
    |
      "~" unaryExpression() #BitNegate(1)
    |
       ("!" | "not") unaryExpression() #Not(1)
    |
      navigationChain()
      [
         "instanceof"
         t = <IDENT>  { sb = new StringBuffer(t.image); ionode = jjtThis; } #Instanceof(1)
         (   "." t = <IDENT>         { sb.append('.').append( t.image ); }
         )*                          { ionode.setTargetType( new String(sb) ); }
      ]
  )
}


// navigation chain: property references, method calls, projections, selections, etc.
void navigationChain() : {}
{
  primaryExpression()
  (   "."
      ( /* Prevent the "eval" ambiguity from issuing a warning; see discussion below. */
         ( LOOKAHEAD(2) methodCall() | propertyName() )
           // Also handle "{", which requires a lookahead of 2.
      |   ( LOOKAHEAD(2) projection() | selection() )
      |   "(" expression() ")"
      ) #Chain(2)

  |   index() #Chain(2)
```

```
  |   "(" expression() ")" #Eval(2)

        /* Using parentheses to indicate evaluation of the
 current
           object makes this language ambiguous, because the
           expression "ident(args)" could be seen as a single
           method call or as a property name followed by an
           evaluation.  We always put the method call first and
           turn off the ambiguity warning; we always want to
           interpret this as a method call. */

  )*
}


void primaryExpression() : {
  Token   t;
  String  className = null;
}
{
  (
    (<CHAR_LITERAL> | <BACK_CHAR_LITERAL> | <STRING_LITERAL> | <INT_LITERAL> |
<FLT_LITERAL>)
                                { jjtThis.setValue( token_source.literalValue ); } #Const(0)
   |
    "true"                        { jjtThis.setValue( Boolean.TRUE ); }  #Const(0)
   |
    "false"                       { jjtThis.setValue( Boolean.FALSE ); } #Const(0)
   |
    "null" #Const(0)                    // Null is the default value in an ASTConst

  |
    LOOKAHEAD(2) "#this"              { jjtThis.setName( "this" ); } #ThisVarRef(0)
   |
    LOOKAHEAD(2) "#root"              { jjtThis.setName( "root" ); } #RootVarRef(0)
   |
    LOOKAHEAD(2) "#" t=<IDENT>            { jjtThis.setName( t.image ); } #VarRef(0)
   |
    LOOKAHEAD(2) ":" "[" expression() "]"   { jjtThis.setValue( jjtThis.jjtGetChild(0) ); } #Const(1)
   |
    staticReference()
   |
    LOOKAHEAD(2) constructorCall()
   |
      // Prevent the "eval" ambiguity from issuing a warning; see discussion elsewhere.
    ( LOOKAHEAD(2) methodCall() | propertyName() )
   |
    index()
```

```
  |
    "(" expression() ")"
  |
    "{" [assignmentExpression() ("," assignmentExpression())*] #List "}"
  |
    LOOKAHEAD(2) ( "#" (className=classReference())? "{" [keyValueExpression() ("," keyValueExpression())*] { jjtThis.setClassName(className); } "}" ) #Map
  )
}

void keyValueExpression() : {}
{
    ( assignmentExpression()
 (":" assignmentExpression())? ) #KeyValue
}

void staticReference() : {
  String className = "java.lang.Math";
  Token t;
}
{
  className=classReference()
    ( // Prevent the "eval" ambiguity from issuing a warning; see discussion elsewhere.
      LOOKAHEAD(2)
      staticMethodCall( className )
    |
      t=<IDENT>             { jjtThis.init( className, t.image ); } #StaticField(0)
    )
}

String classReference(): {
  String    result = "java.lang.Math";
}
{
  "@" ( result=className() )? "@" { return result; }
}

String className(): {
  Token t;
  StringBuffer result;
}
{
  t=<IDENT>             { result = new StringBuffer( t.image ); }
  ( "." t=<IDENT>       { result.append('.').append( t.image ); }
  )*                    { return new String(result); }
}

void constructorCall() #Ctor : {
```

```
  String className;
  Token t;
  StringBuffer sb;
}
{
  "new" className=className()
    (

   LOOKAHEAD(2) (
          "(" [ assignmentExpression() ( "," assignmentExpression() )* ] ")"
             {
               jjtThis.setClassName(className);
             }
        )
        |
        LOOKAHEAD(2) (
          "[" "]" "{" [assignmentExpression() ("," assignmentExpression())*] #List "}"
             {
               jjtThis.setClassName(className);
               jjtThis.setArray(true);
             }
        )
        |
        LOOKAHEAD(2) (
          "[" assignmentExpression() "]"
             {
               jjtThis.setClassName(className);
               jjtThis.setArray(true);
             }
        )
    )
}

void propertyName() #Property : {
  Token t;
}
{
  t=<IDENT> { jjtThis.setValue( t.image ); } #Const
}

void staticMethodCall( String className ) #StaticMethod : {
  Token t;
}
{
  t=<IDENT> "(" [ assignmentExpression()
 ( "," assignmentExpression() )* ] ")"
                              { jjtThis.init( className, t.image ); }
}
```

```
void methodCall() #Method : {
  Token t;
}
{
  t=<IDENT> "(" [ assignmentExpression() ( "," assignmentExpression() )* ] ")"
                                { jjtThis.setMethodName( t.image ); }
}

/**
* Apply an expression to all elements of a collection, creating a new collection
* as the result.
*/
void projection() #Project : {}
{
  "{" expression() "}"
}

void selection() : {}
{
    LOOKAHEAD(2) selectAll()
  |
    LOOKAHEAD(2) selectFirst()
  |
    LOOKAHEAD(2) selectLast()
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
* containing those elements for which the expression returned true.
*/
void selectAll() #Select : {}
{
  "{" "?" expression() "}"
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
* containing those elements for
 the first element for which the expression returned true.
*/
void selectFirst() #SelectFirst : {}
{
  "{" "^" expression() "}"
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
```

```
* containing those elements for the first element for which the expression returned true.
*/
void selectLast() #SelectLast : {}
{
  "{" "$" expression() "}"
}

void index() #Property : {}
{
  "[" expression() "]" { jjtThis.setIndexedAccess(true); }
|
  <DYNAMIC_SUBSCRIPT> { jjtThis.setValue( token_source.literalValue ); } #Const
  {
     jjtThis.setIndexedAccess(true);
  }
}

// LEXER PRODUCTIONS

TOKEN_MGR_DECLS:
{
    /** Holds the last value computed by a constant token. */
  Object literalValue;
    /** Holds the last character escaped or in a character literal. */
  private char charValue;
    /** Holds char literal start token. */
  private char charLiteralStartQuote;
    /** Holds the last string literal parsed. */
  private
 StringBuffer stringBuffer;

    /** Converts an escape sequence into a character value. */
  private char escapeChar()
  {
     int ofs = image.length() - 1;
     switch ( image.charAt(ofs) ) {
        case 'n':   return '\n';
        case 'r':   return '\r';
        case 't':   return '\t';
        case 'b':   return '\b';
        case 'f':   return '\f';
        case '\\':  return '\\';
        case '\":  return '\";
        case '\'':  return '\'';
     }

       // Otherwise, it's an octal number.  Find the backslash and convert.
     while ( image.charAt(--ofs) != '\\' )
```

```
      {}
    int value = 0;
    while ( ++ofs < image.length() )
      value = (value << 3) | (image.charAt(ofs) - '0');
    return (char) value;
  }

  private Object makeInt()
  {
    Object  result;
    String  s = image.toString();
    int     base = 10;

    if ( s.charAt(0) == '0' )
      base = (s.length()
> 1 && (s.charAt(1) == 'x' || s.charAt(1) == 'X'))? 16 : 8;
    if ( base == 16 )
      s = s.substring(2); // Trim the 0x off the front
    switch ( s.charAt(s.length()-1) ) {
      case 'l': case 'L':
        result = Long.valueOf( s.substring(0,s.length()-1), base );
        break;

      case 'h': case 'H':
        result = new BigInteger( s.substring(0,s.length()-1), base );
        break;

      default:
        result = Integer.valueOf( s, base );
        break;
    }
    return result;
  }

  private Object makeFloat()
  {
    String s = image.toString();
    switch ( s.charAt(s.length()-1) ) {
      case 'f': case 'F':
        return Float.valueOf( s );

      case 'b': case 'B':
        return new BigDecimal( s.substring(0,s.length()-1) );

      case 'd': case 'D':
      default:
        return Double.valueOf( s );
```

```
  }
  }
}

// Whitespace -- ignored
SKIP:
{  " " | "\t" | "\f" | "\r" | "\n" }

// An identifier.
TOKEN:
{
  < IDENT: <LETTER> (<LETTER>|<DIGIT>)* >
|
  < #LETTER: [
    "\u0024",
    "\u0041"-"\u005a",
    "\u005f",
    "\u0061"-"\u007a",
    "\u00c0"-"\u00d6",
    "\u00d8"-"\u00f6",
    "\u00f8"-"\u00ff",
    "\u0100"-"\u1fff",
    "\u3040"-"\u318f",
    "\u3300"-"\u337f",
    "\u3400"-"\u3d2d",
    "\u4e00"-"\u9fff",
    "\uf900"-"\ufaff"
    ] >
|
  < #DIGIT:
    [
    "\u0030"-"\u0039",
    "\u0660"-"\u0669",
    "\u06f0"-"\u06f9",
    "\u0966"-"\u096f",
    "\u09e6"-"\u09ef",
    "\u0a66"-"\u0a6f",
    "\u0ae6"-"\u0aef",
    "\u0b66"-"\u0b6f",
    "\u0be7"-"\u0bef",
    "\u0c66"-"\u0c6f",
    "\u0ce6"-"\u0cef",
    "\u0d66"-"\u0d6f",
    "\u0e50"-"\u0e59",
    "\u0ed0"-"\u0ed9",
    "\u1040"-"\u1049"
    ] >
}
```

```
/**
* Token for "dynamic subscripts", which are one of: [^], [|], [$],
 and [*].  The
* appropriate constant from the DynamicSubscript class is stored in the token manager's
* "value" field.
*/
TOKEN:
{
  < DYNAMIC_SUBSCRIPT: "[" ["^","|","$","*"] "]" >
    {
       switch (image.charAt(1)) {
         case '^': literalValue = DynamicSubscript.first; break;
         case '|': literalValue = DynamicSubscript.mid;   break;
         case '$': literalValue = DynamicSubscript.last;  break;
         case '*': literalValue = DynamicSubscript.all;   break;
       }
    }
}

/**
* Character and string literals, whose object value is stored in the token manager's
* "literalValue" field.
*/
MORE:
{
  "`"     : WithinBackCharLiteral
|
  "'"     { stringBuffer = new StringBuffer(); }: WithinCharLiteral
|
  "\""    { stringBuffer = new StringBuffer(); }: WithinStringLiteral
}

<WithinCharLiteral> MORE:
{
  < ESC: "\\" ( ["n","r","t","b","f","\\","'","`","\""]
            | (["0"-"3"])? ["0"-"7"] (["0"-"7"])?

          )
  >
    { charValue = escapeChar(); stringBuffer.append(charValue); }
|
  < (~["'","\\"]) >
    { charValue = image.charAt( image.length()-1 ); stringBuffer.append(charValue); }
}

<WithinCharLiteral> TOKEN:
{
```

```
  < CHAR_LITERAL: "'">
    {
      if (stringBuffer.length() == 1) {
        literalValue = new Character( charValue );
      } else {
        literalValue = new String( stringBuffer );
      }
    }
    : DEFAULT
}

<WithinBackCharLiteral> MORE:
{
  < BACK_CHAR_ESC: <ESC> >
    { charValue = escapeChar(); }
|
  < (~["`","\\"]) >
    { charValue = image.charAt( image.length()-1 ); }
}

<WithinBackCharLiteral> TOKEN:
{
  < BACK_CHAR_LITERAL: "`">
    { literalValue = new Character( charValue ); }: DEFAULT
}

<WithinStringLiteral> MORE:
{
  < STRING_ESC: <ESC> >
    { stringBuffer.append( escapeChar() ); }
|
  < (~["\"","\\"]) >
    { stringBuffer.append( image.charAt(image.length()-1)
 ); }
}

<WithinStringLiteral> TOKEN:
{
  <STRING_LITERAL: "\"">
    { literalValue = new String( stringBuffer ); }
    : DEFAULT
}

/**
* Integer or real Numeric literal, whose object value is stored in the token manager's
* "literalValue" field.
*/
TOKEN:
```

```
{
  < INT_LITERAL:
    ( "0" (["0"-"7"])* | ["1"-"9"] (["0"-"9"])* | "0" ["x","X"] (["0"-"9","a"-"f","A"-"F"])+ )
    (["l","L","h","H"])?
  >
    { literalValue =
    makeInt(); }
|
  < FLT_LITERAL:
    ( <DEC_FLT> (<EXPONENT>)? (<FLT_SUFF>)?
    | <DEC_DIGITS> <EXPONENT> (<FLT_SUFF>)?
    | <DEC_DIGITS> <FLT_SUFF>
    )
  >
    { literalValue = makeFloat(); }

| < #DEC_FLT: (["0"-"9"])+ "." (["0"-"9"])* | "." (["0"-"9"])+ >
| < #DEC_DIGITS: (["0"-"9"])+ >
| < #EXPONENT: ["e","E"] (["+","-"])? (["0"-"9"])+ >
| < #FLT_SUFF: ["d","D","f","F","b","B"] >
}
```

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Found in path(s):
* /ognl-3-1-29-sources-jar/ognl/package.html
No license file was found, but licenses were detected in source scan.

```
/**
* Thrown during bytecode enhancement conversions of ognl expressions to indicate
* that a certain expression isn't currently supported as a pure java bytecode enhanced
* version.
*
* <p>
*  If this exception is thrown it is expected that ognl will fall back to default ognl
*  evaluation of the expression.
* </p>
*
* @author jkuhnert
*/
```

Found in path(s):
* /ognl-3-1-29-sources-jar/ognl/enhance/UnsupportedCompilationException.java
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Found in path(s):
* /ognl-3-1-29-sources-jar/ognl/ASTRootVarRef.java
* /ognl-3-1-29-sources-jar/ognl/ASTProject.java
* /ognl-3-1-29-sources-jar/ognl/ObjectPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTVarRef.java
* /ognl-3-1-29-sources-jar/ognl/ASTStaticMethod.java
* /ognl-3-1-29-sources-jar/ognl/OgnlRuntime.java
*

/ognl-3-1-29-sources-jar/ognl/ListPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTList.java
* /ognl-3-1-29-sources-jar/ognl/SimpleNode.java
* /ognl-3-1-29-sources-jar/ognl/ASTCtor.java
* /ognl-3-1-29-sources-jar/ognl/MapPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTProperty.java
* /ognl-3-1-29-sources-jar/ognl/ASTStaticField.java
* /ognl-3-1-29-sources-jar/ognl/ASTChain.java
* /ognl-3-1-29-sources-jar/ognl/ASTThisVarRef.java
* /ognl-3-1-29-sources-jar/ognl/PropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ArrayPropertyAccessor.java
* /ognl-3-1-29-sources-jar/ognl/ASTEval.java
* /ognl-3-1-29-sources-jar/ognl/OgnlOps.java
* /ognl-3-1-29-sources-jar/ognl/ASTConst.java
* /ognl-3-1-29-sources-jar/ognl/ObjectMethodAccessor.java
* /ognl-3-1-29-sources-jar/ognl/Ognl.java
* /ognl-3-1-29-sources-jar/ognl/OgnlContext.java
* /ognl-3-1-29-sources-jar/ognl/ASTSelect.java
* /ognl-3-1-29-sources-jar/ognl/ASTMap.java
No license file was found, but licenses were detected in source scan.

/*@bgen(jjtree) Generated By:JJTree: Do not edit this line. src/java/ognl/ognl.jj */
/*@egen*///--
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//--------------------------------------------------------------------------

/*
* This file defines the syntax of OGNL, the Object-Graph Navigation Language.  This
 * language was devised by Drew Davidson, who called it Key-Value Coding Language.  Luke
* Blanshard then made up the new name and reimplemented it using ANTLR, refining and
* polishing the language a bit on the way.  Drew maintained the system for a couple of
* years; then Luke converted the ANTLR grammar to JavaCC, to eliminate the run-time
* dependency on ANTLR.
*
* See package.html for a description of the language.
*/

options {
    // Parser options
  LOOKAHEAD          = 1;
  STATIC             = false;
  JAVA_UNICODE_ESCAPE = true;
  UNICODE_INPUT      = true;




}

PARSER_BEGIN(OgnlParser)

package ognl;

import java.math.*;

/**
* OgnlParser is a JavaCC parser class; it translates OGNL expressions into abstract
* syntax trees (ASTs) that can then be interpreted by the getValue and setValue methods.
*/
public class OgnlParser/*@bgen(jjtree)*/implements OgnlParserTreeConstants/*@egen*/
{/*@bgen(jjtree)*/
  protected JJTOgnlParserState jjtree = new JJTOgnlParserState();

/*@egen*/
}

PARSER_END(OgnlParser)
```

```
/**
* This is the top-level construct of OGNL.
*/
Node topLevelExpression() : {}
{
  expression() <EOF> { return jjtree.rootNode(); }
}

// sequence (level 14)
void expression() : {}
{
  assignmentExpression() ( ","/*@bgen(jjtree) #Sequence( 2) */
                          {
                           ASTSequence jjtn001 = new ASTSequence(JJTSEQUENCE);
                           boolean jjtc001 = true;
                           jjtree.openNodeScope(jjtn001);
                          }
                          try {
/*@egen*/ assignmentExpression()/*@bgen(jjtree)*/
                          } catch (Throwable jjte001) {
                           if (jjtc001) {
                             jjtree.clearNodeScope(jjtn001);
                             jjtc001 = false;

                           } else {
                             jjtree.popNode();
                           }
                           if (jjte001 instanceof RuntimeException) {
                             throw (RuntimeException)jjte001;
                           }
                           if (jjte001 instanceof ParseException) {
                             throw (ParseException)jjte001;
                           }
                           throw (Error)jjte001;
                          } finally {
                           if (jjtc001) {
                             jjtree.closeNodeScope(jjtn001,  2);
                           }
                          }
/*@egen*/                )*
}

// assignment expression (level 13)
void assignmentExpression() : {}
{
```

```
  conditionalTestExpression() [ "="/*@bgen(jjtree) #Assign( 2) */

  {
                            ASTAssign jjtn001 = new ASTAssign(JJTASSIGN);
                            boolean jjtc001 = true;
                            jjtree.openNodeScope(jjtn001);
                           }
                           try {
/*@egen*/ assignmentExpression()/*@bgen(jjtree)*/
                           } catch (Throwable jjte001) {
                            if (jjtc001) {
                              jjtree.clearNodeScope(jjtn001);
                              jjtc001 = false;
                            } else {
                              jjtree.popNode();
                            }
                            if (jjte001 instanceof RuntimeException) {
                              throw (RuntimeException)jjte001;
                            }

    if (jjte001 instanceof ParseException) {
                              throw (ParseException)jjte001;
                            }
                            throw (Error)jjte001;
                           } finally {
                            if (jjtc001) {
                              jjtree.closeNodeScope(jjtn001,  2);
                            }
                           }
/*@egen*/          ]
}

// conditional test (level 12)
void conditionalTestExpression() : {}
{
  logicalOrExpression()
    [ "?" conditionalTestExpression() ":"/*@bgen(jjtree) #Test( 3) */
                                 {
                                  ASTTest jjtn001 = new ASTTest(JJTTEST);
                                  boolean jjtc001 = true;
                                  jjtree.openNodeScope(jjtn001);

              }
                                 try {
/*@egen*/ conditionalTestExpression()/*@bgen(jjtree)*/
                                 } catch (Throwable jjte001) {
                                  if (jjtc001) {
                                    jjtree.clearNodeScope(jjtn001);
```

```
                    jjtc001 = false;
                  } else {
                    jjtree.popNode();
                  }
                  if (jjte001 instanceof RuntimeException) {
                    throw (RuntimeException)jjte001;
                  }
                  if (jjte001 instanceof ParseException) {
                    throw (ParseException)jjte001;

                }
                    throw (Error)jjte001;
                  } finally {
                    if (jjtc001) {
                      jjtree.closeNodeScope(jjtn001,  3);
                    }
                  }
/*@egen*/         ]
}

// logical or (||)  (level 11)
void logicalOrExpression() : {}
{
  logicalAndExpression() (("||" | "or")/*@bgen(jjtree) #Or( 2) */
                          {
                            ASTOr jjtn001 = new ASTOr(JJTOR);
                            boolean jjtc001 = true;
                            jjtree.openNodeScope(jjtn001);
                          }
                          try {
/*@egen*/ logicalAndExpression()/*@bgen(jjtree)*/

          } catch (Throwable jjte001) {
                            if (jjtc001) {
                              jjtree.clearNodeScope(jjtn001);
                              jjtc001 = false;
                            } else {
                              jjtree.popNode();
                            }
                            if (jjte001 instanceof RuntimeException) {
                              throw (RuntimeException)jjte001;
                            }
                            if (jjte001 instanceof ParseException) {
                              throw (ParseException)jjte001;
                            }
                            throw (Error)jjte001;
                          } finally {
                            if (jjtc001)
```

```
 {
                                  jjtree.closeNodeScope(jjtn001,  2);
                                 }
                                }
/*@egen*/       )*
}


// logical and (&&)  (level 10)
void logicalAndExpression() : {}
{
  inclusiveOrExpression() (("&&" | "and")/*@bgen(jjtree) #And( 2) */
                                 {
                                  ASTAnd jjtn001 = new ASTAnd(JJTAND);
                                  boolean jjtc001 = true;
                                  jjtree.openNodeScope(jjtn001);
                                 }
                                 try {
/*@egen*/ inclusiveOrExpression()/*@bgen(jjtree)*/
                                 } catch (Throwable jjte001) {
                                  if (jjtc001) {
                                    jjtree.clearNodeScope(jjtn001);

                        jjtc001 = false;
                                  } else {
                                    jjtree.popNode();
                                  }
                                  if (jjte001 instanceof RuntimeException) {
                                    throw (RuntimeException)jjte001;
                                  }
                                  if (jjte001 instanceof ParseException) {
                                    throw (ParseException)jjte001;
                                  }
                                  throw (Error)jjte001;
                                 } finally {
                                  if (jjtc001) {
                                    jjtree.closeNodeScope(jjtn001,  2);
                                  }

      }
/*@egen*/       )*
}


// bitwise or non-short-circuiting or (|)  (level 9)
void inclusiveOrExpression() : {}
{
  exclusiveOrExpression() (("|" | "bor")/*@bgen(jjtree) #BitOr( 2) */
```

```
                                {
                                 ASTBitOr jjtn001 = new ASTBitOr(JJTBITOR);
                                 boolean jjtc001 = true;
                                 jjtree.openNodeScope(jjtn001);
                                }
                                try {
/*@egen*/ exclusiveOrExpression()/*@bgen(jjtree)*/
                                } catch (Throwable jjte001) {
                                 if (jjtc001) {
                                   jjtree.clearNodeScope(jjtn001);
                                   jjtc001 = false;
                                 } else {
                                   jjtree.popNode();
                                 }
                                 if (jjte001 instanceof RuntimeException) {
                                   throw (RuntimeException)jjte001;
                                 }
                                 if (jjte001 instanceof ParseException) {
                                   throw (ParseException)jjte001;
                                 }
                                 throw (Error)jjte001;
                                } finally {
                                 if (jjtc001) {
                                   jjtree.closeNodeScope(jjtn001,  2);
                                 }
                                }
/*@egen*/          )*
}


// exclusive or (^)  (level 8)
void exclusiveOrExpression() : {}
{
  andExpression() (("^" | "xor")/*@bgen(jjtree) #Xor( 2) */
                               {
                                ASTXor jjtn001 = new ASTXor(JJTXOR);
                                boolean jjtc001 = true;
                                jjtree.openNodeScope(jjtn001);
                               }
                               try {
/*@egen*/ andExpression()/*@bgen(jjtree)*/
                               } catch (Throwable jjte001) {
                                if (jjtc001) {
                                  jjtree.clearNodeScope(jjtn001);
                                  jjtc001 = false;
                                } else {
                                  jjtree.popNode();
                                }
```

```
                        if (jjte001 instanceof RuntimeException) {
                          throw (RuntimeException)jjte001;
                        }
                        if (jjte001 instanceof ParseException)
 {
                          throw (ParseException)jjte001;
                        }
                        throw (Error)jjte001;
                      } finally {
                        if (jjtc001) {
                          jjtree.closeNodeScope(jjtn001,  2);
                        }
                      }
/*@egen*/       )*
}


// bitwise or non-short-circuiting and (&)  (level 7)
void andExpression() : {}
{
  equalityExpression() (("&" | "band")/*@bgen(jjtree) #BitAnd( 2) */
                          {
                            ASTBitAnd jjtn001 = new ASTBitAnd(JJTBITAND);
                            boolean jjtc001 = true;
                            jjtree.openNodeScope(jjtn001);
                          }
                          try {
/*@egen*/ equalityExpression()/*@bgen(jjtree)*/
                          } catch (Throwable jjte001) {
                            if (jjtc001) {
                              jjtree.clearNodeScope(jjtn001);
                              jjtc001 = false;
                            } else {
                              jjtree.popNode();
                            }
                            if (jjte001 instanceof RuntimeException) {
                              throw (RuntimeException)jjte001;
                            }
                            if (jjte001 instanceof ParseException) {
                              throw (ParseException)jjte001;
                            }
                            throw (Error)jjte001;
                          } finally {

                    if (jjtc001) {
                              jjtree.closeNodeScope(jjtn001,  2);
                            }
                          }
```

```
/*@egen*/           )*
}


// equality/inequality (==/!=) (level 6)
void equalityExpression() : {}
{
  relationalExpression()
  (
    ("==" | "eq")/*@bgen(jjtree) #Eq( 2) */
                {
                 ASTEq jjtn001 = new ASTEq(JJTEQ);
                 boolean jjtc001 = true;
                 jjtree.openNodeScope(jjtn001);
                }
                try {
/*@egen*/ relationalExpression()/*@bgen(jjtree)*/
                } catch (Throwable jjte001) {
                 if (jjtc001) {
                  jjtree.clearNodeScope(jjtn001);
                  jjtc001 = false;
                 } else {
                  jjtree.popNode();
                 }
                 if
 (jjte001 instanceof RuntimeException) {
                   throw (RuntimeException)jjte001;
                 }
                 if (jjte001 instanceof ParseException) {
                   throw (ParseException)jjte001;
                 }
                 throw (Error)jjte001;
                } finally {
                 if (jjtc001) {
                  jjtree.closeNodeScope(jjtn001,  2);
                 }
                }
/*@egen*/
   |
    ("!=" | "neq")/*@bgen(jjtree) #NotEq( 2) */
                {
                 ASTNotEq jjtn002 = new ASTNotEq(JJTNOTEQ);
                 boolean jjtc002 = true;
                 jjtree.openNodeScope(jjtn002);
                }
                try {
/*@egen*/ relationalExpression()/*@bgen(jjtree)*/
                } catch (Throwable jjte002) {
```

```
                    if (jjtc002) {

    jjtree.clearNodeScope(jjtn002);
                      jjtc002 = false;
                    } else {
                      jjtree.popNode();
                    }
                    if (jjte002 instanceof RuntimeException) {
                      throw (RuntimeException)jjte002;
                    }
                    if (jjte002 instanceof ParseException) {
                      throw (ParseException)jjte002;
                    }
                    throw (Error)jjte002;
                  } finally {
                    if (jjtc002) {
                      jjtree.closeNodeScope(jjtn002,  2);
                    }
                  }
/*@egen*/
   )*
}


// boolean relational expressions (level 5)
void relationalExpression() : {}
{
  shiftExpression()
  (
     ("<" | "lt")/*@bgen(jjtree) #Less( 2) */
                  {
                    ASTLess jjtn001 = new ASTLess(JJTLESS);
                     boolean jjtc001 = true;
                    jjtree.openNodeScope(jjtn001);
                  }
                  try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
                  } catch (Throwable jjte001) {
                    if (jjtc001) {
                      jjtree.clearNodeScope(jjtn001);
                      jjtc001 = false;
                    } else {
                      jjtree.popNode();
                    }
                    if (jjte001 instanceof RuntimeException) {
                      throw (RuntimeException)jjte001;
                    }
                    if (jjte001 instanceof ParseException) {
```

```
                  throw (ParseException)jjte001;
                 }
                 throw (Error)jjte001;
                } finally {
                 if (jjtc001) {
                  jjtree.closeNodeScope(jjtn001,  2);
                 }

  }
/*@egen*/
   |
     (">" | "gt")/*@bgen(jjtree) #Greater( 2) */
                {
                 ASTGreater jjtn002 = new ASTGreater(JJTGREATER);
                 boolean jjtc002 = true;
                 jjtree.openNodeScope(jjtn002);
                }
                try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
                } catch (Throwable jjte002) {
                 if (jjtc002) {
                  jjtree.clearNodeScope(jjtn002);
                  jjtc002 = false;
                 } else {
                  jjtree.popNode();
                 }
                 if (jjte002 instanceof RuntimeException) {
                  throw (RuntimeException)jjte002;
                 }
                 if (jjte002 instanceof ParseException) {
                  throw (ParseException)jjte002;
                 }
                 throw (Error)jjte002;
                } finally {
                 if (jjtc002) {
                  jjtree.closeNodeScope(jjtn002,  2);
                 }
                }
/*@egen*/
   |
     ("<=" | "lte")/*@bgen(jjtree) #LessEq( 2) */
                 {
                  ASTLessEq jjtn003 = new ASTLessEq(JJTLESSEQ);
                  boolean jjtc003 = true;
                  jjtree.openNodeScope(jjtn003);
                 }
                 try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
```

```
                } catch (Throwable jjte003) {
                  if (jjtc003) {
                    jjtree.clearNodeScope(jjtn003);
                    jjtc003 = false;
                  } else {
                    jjtree.popNode();
                  }
                  if (jjte003 instanceof RuntimeException) {
                    throw (RuntimeException)jjte003;

              }
                  if (jjte003 instanceof ParseException) {
                    throw (ParseException)jjte003;
                  }
                  throw (Error)jjte003;
                } finally {
                  if (jjtc003) {
                    jjtree.closeNodeScope(jjtn003,  2);
                  }
                }
/*@egen*/
   |
     (">=" | "gte")/*@bgen(jjtree) #GreaterEq( 2) */
                {
                  ASTGreaterEq jjtn004 = new ASTGreaterEq(JJTGREATEREQ);
                  boolean jjtc004 = true;
                  jjtree.openNodeScope(jjtn004);
                }
                try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
                } catch (Throwable jjte004) {
                  if (jjtc004) {
                    jjtree.clearNodeScope(jjtn004);
                    jjtc004 = false;

                } else {
                    jjtree.popNode();
                  }
                  if (jjte004 instanceof RuntimeException) {
                    throw (RuntimeException)jjte004;
                  }
                  if (jjte004 instanceof ParseException) {
                    throw (ParseException)jjte004;
                  }
                  throw (Error)jjte004;
                } finally {
                  if (jjtc004) {
                    jjtree.closeNodeScope(jjtn004,  2);
```

```
                  }
                 }
/*@egen*/
   |
     "in"/*@bgen(jjtree) #In( 2) */
         {
          ASTIn jjtn005 = new ASTIn(JJTIN);
          boolean jjtc005 = true;
          jjtree.openNodeScope(jjtn005);
         }
         try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
         } catch (Throwable jjte005) {

  if (jjtc005) {
            jjtree.clearNodeScope(jjtn005);
            jjtc005 = false;
           } else {
            jjtree.popNode();
           }
           if (jjte005 instanceof RuntimeException) {
            throw (RuntimeException)jjte005;
           }
           if (jjte005 instanceof ParseException) {
            throw (ParseException)jjte005;
           }
           throw (Error)jjte005;
         } finally {
           if (jjtc005) {
            jjtree.closeNodeScope(jjtn005,  2);
           }
         }
/*@egen*/
   |
     "not" "in"/*@bgen(jjtree) #NotIn( 2) */
              {
               ASTNotIn jjtn006 = new ASTNotIn(JJTNOTIN);
               boolean jjtc006 = true;
               jjtree.openNodeScope(jjtn006);
              }
              try {
/*@egen*/ shiftExpression()/*@bgen(jjtree)*/
              } catch (Throwable jjte006) {

           if (jjtc006) {
                jjtree.clearNodeScope(jjtn006);
                jjtc006 = false;
               } else {
```

```
                  jjtree.popNode();
                 }
                 if (jjte006 instanceof RuntimeException) {
                  throw (RuntimeException)jjte006;
                 }
                 if (jjte006 instanceof ParseException) {
                  throw (ParseException)jjte006;
                 }
                 throw (Error)jjte006;
                } finally {
                 if (jjtc006) {
                  jjtree.closeNodeScope(jjtn006,  2);
                 }
                }
/*@egen*/
  )*
}


// bit shift expressions (level 4)
void shiftExpression() : {}
{
  additiveExpression()
  (
     ("<<" | "shl")/*@bgen(jjtree) #ShiftLeft( 2) */
                 {
                  ASTShiftLeft jjtn001 = new ASTShiftLeft(JJTSHIFTLEFT);
                   boolean jjtc001 = true;
                  jjtree.openNodeScope(jjtn001);
                 }
                 try {
/*@egen*/ additiveExpression()/*@bgen(jjtree)*/
                 } catch (Throwable jjte001) {
                  if (jjtc001) {
                   jjtree.clearNodeScope(jjtn001);
                   jjtc001 = false;
                  } else {
                   jjtree.popNode();
                  }
                  if (jjte001 instanceof RuntimeException) {
                   throw (RuntimeException)jjte001;
                  }
                  if (jjte001 instanceof ParseException) {
                   throw (ParseException)jjte001;
                  }
                  throw (Error)jjte001;
                 } finally {
                  if (jjtc001) {
```

```
                    jjtree.closeNodeScope(jjtn001,  2);
                   }
                  }
/*@egen*/
   |
     (">>" | "shr")/*@bgen(jjtree) #ShiftRight( 2) */
                  {
                   ASTShiftRight jjtn002 = new ASTShiftRight(JJTSHIFTRIGHT);
                   boolean jjtc002 = true;
                   jjtree.openNodeScope(jjtn002);
                  }
                  try {
/*@egen*/ additiveExpression()/*@bgen(jjtree)*/
                  } catch (Throwable jjte002) {
                   if (jjtc002) {
                    jjtree.clearNodeScope(jjtn002);
                    jjtc002 = false;
                   } else {
                    jjtree.popNode();
                   }
                   if (jjte002 instanceof RuntimeException) {
                    throw (RuntimeException)jjte002;
                   }
                   if (jjte002 instanceof ParseException) {

     throw (ParseException)jjte002;
                   }
                   throw (Error)jjte002;
                  } finally {
                   if (jjtc002) {
                    jjtree.closeNodeScope(jjtn002,  2);
                   }
                  }
/*@egen*/
   |
     (">>>" | "ushr")/*@bgen(jjtree) #UnsignedShiftRight( 2) */
                   {
                    ASTUnsignedShiftRight jjtn003 = new ASTUnsignedShiftRight(JJTUNSIGNEDSHIFTRIGHT);
                    boolean jjtc003 = true;
                    jjtree.openNodeScope(jjtn003);
                   }
                   try {
/*@egen*/ additiveExpression()/*@bgen(jjtree)*/
                   } catch (Throwable jjte003) {
                    if (jjtc003) {
                     jjtree.clearNodeScope(jjtn003);
                     jjtc003 = false;
                    } else {
```

```
                jjtree.popNode();
                }
                if (jjte003 instanceof RuntimeException) {
                  throw (RuntimeException)jjte003;
                }
                if (jjte003 instanceof ParseException) {
                  throw (ParseException)jjte003;
                }
                throw (Error)jjte003;
              } finally {
                if (jjtc003) {
                  jjtree.closeNodeScope(jjtn003,  2);
                }
              }
/*@egen*/
  )*
}


// binary addition/subtraction (level 3)
void additiveExpression() : {}
{
  multiplicativeExpression()
  (
     "+"/*@bgen(jjtree) #Add( 2) */
        {
          ASTAdd jjtn001 = new ASTAdd(JJTADD);
          boolean jjtc001 = true;
          jjtree.openNodeScope(jjtn001);
        }

  try {
/*@egen*/ multiplicativeExpression()/*@bgen(jjtree)*/
        } catch (Throwable jjte001) {
          if (jjtc001) {
            jjtree.clearNodeScope(jjtn001);
            jjtc001 = false;
          } else {
            jjtree.popNode();
          }
          if (jjte001 instanceof RuntimeException) {
            throw (RuntimeException)jjte001;
          }
          if (jjte001 instanceof ParseException) {
            throw (ParseException)jjte001;
          }
          throw (Error)jjte001;
```

```
          } finally {
            if (jjtc001) {
              jjtree.closeNodeScope(jjtn001,  2);
            }
          }
/*@egen*/
   |
      "-"/*@bgen(jjtree) #Subtract( 2) */
          {
            ASTSubtract jjtn002 = new ASTSubtract(JJTSUBTRACT);
            boolean jjtc002 = true;
            jjtree.openNodeScope(jjtn002);
          }
          try {
/*@egen*/ multiplicativeExpression()/*@bgen(jjtree)*/
           } catch (Throwable jjte002) {
            if (jjtc002) {
              jjtree.clearNodeScope(jjtn002);
              jjtc002 = false;
            } else {
              jjtree.popNode();
            }
            if (jjte002 instanceof RuntimeException) {
              throw (RuntimeException)jjte002;
            }
            if (jjte002 instanceof ParseException) {
              throw (ParseException)jjte002;
            }
            throw (Error)jjte002;
          } finally {
            if (jjtc002) {
              jjtree.closeNodeScope(jjtn002,  2);
            }
          }
/*@egen*/
   )*
}


// multiplication/division/remainder (level 2)
void multiplicativeExpression() : {}
{
  unaryExpression()
  (
      "*"/*@bgen(jjtree) #Multiply( 2) */
          {
            ASTMultiply jjtn001 = new ASTMultiply(JJTMULTIPLY);
            boolean jjtc001 = true;
```

```
          jjtree.openNodeScope(jjtn001);
          }
         try {
/*@egen*/ unaryExpression()/*@bgen(jjtree)*/
         } catch (Throwable jjte001) {
          if (jjtc001) {
           jjtree.clearNodeScope(jjtn001);
           jjtc001 = false;
          } else {
           jjtree.popNode();
          }
          if (jjte001 instanceof RuntimeException) {
           throw (RuntimeException)jjte001;
          }
          if (jjte001 instanceof ParseException) {
           throw (ParseException)jjte001;
          }
          throw (Error)jjte001;
         } finally {
          if (jjtc001) {
           jjtree.closeNodeScope(jjtn001,  2);
          }
         }
/*@egen*/
   |
     "/"/*@bgen(jjtree) #Divide( 2) */
         {
          ASTDivide jjtn002 = new ASTDivide(JJTDIVIDE);
          boolean jjtc002 = true;
          jjtree.openNodeScope(jjtn002);
         }
         try {
/*@egen*/ unaryExpression()/*@bgen(jjtree)*/
          } catch (Throwable jjte002) {
          if (jjtc002) {
           jjtree.clearNodeScope(jjtn002);
           jjtc002 = false;
          } else {
           jjtree.popNode();
          }
          if (jjte002 instanceof RuntimeException) {
           throw (RuntimeException)jjte002;
          }
          if (jjte002 instanceof ParseException) {
           throw (ParseException)jjte002;
          }
          throw (Error)jjte002;
         } finally {
```

```
          if (jjtc002) {
            jjtree.closeNodeScope(jjtn002,  2);
          }
        }
/*@egen*/
    |
      "%"/*@bgen(jjtree) #Remainder( 2) */
        {
          ASTRemainder jjtn003 = new ASTRemainder(JJTREMAINDER);
          boolean jjtc003 = true;
          jjtree.openNodeScope(jjtn003);
        }
        try {
/*@egen*/ unaryExpression()/*@bgen(jjtree)*/
        } catch (Throwable
 jjte003) {
          if (jjtc003) {
            jjtree.clearNodeScope(jjtn003);
            jjtc003 = false;
          } else {
            jjtree.popNode();
          }
          if (jjte003 instanceof RuntimeException) {
            throw (RuntimeException)jjte003;
          }
          if (jjte003 instanceof ParseException) {
            throw (ParseException)jjte003;
          }
          throw (Error)jjte003;
        } finally {
          if (jjtc003) {
            jjtree.closeNodeScope(jjtn003,  2);
          }
        }
/*@egen*/
    )*
}

// unary (level 1)
void unaryExpression() : {
  StringBuffer sb;
  Token t;
  ASTInstanceof ionode;
}
{
  (
      "-"/*@bgen(jjtree) #Negate( 1) */
        {
```

```
          ASTNegate jjtn001 = new ASTNegate(JJTNEGATE);
          boolean jjtc001 = true;
          jjtree.openNodeScope(jjtn001);
        }
        try {
/*@egen*/
 unaryExpression()/*@bgen(jjtree)*/
        } catch (Throwable jjte001) {
          if (jjtc001) {
            jjtree.clearNodeScope(jjtn001);
            jjtc001 = false;
          } else {
            jjtree.popNode();
          }
          if (jjte001 instanceof RuntimeException) {
            throw (RuntimeException)jjte001;
          }
          if (jjte001 instanceof ParseException) {
            throw (ParseException)jjte001;
          }
          throw (Error)jjte001;
        } finally {
          if (jjtc001) {
            jjtree.closeNodeScope(jjtn001,  1);
          }
        }
/*@egen*/
    |
      "+" unaryExpression() // Just leave it there
    |
      "~"/*@bgen(jjtree) #BitNegate( 1) */
        {
          ASTBitNegate jjtn002 = new ASTBitNegate(JJTBITNEGATE);
          boolean jjtc002 = true;
          jjtree.openNodeScope(jjtn002);
        }

 try {
/*@egen*/ unaryExpression()/*@bgen(jjtree)*/
        } catch (Throwable jjte002) {
          if (jjtc002) {
            jjtree.clearNodeScope(jjtn002);
            jjtc002 = false;
          } else {
            jjtree.popNode();
          }
          if (jjte002 instanceof RuntimeException) {
            throw (RuntimeException)jjte002;
```

```
          }
          if (jjte002 instanceof ParseException) {
            throw (ParseException)jjte002;
          }
          throw (Error)jjte002;
        } finally {
          if (jjtc002) {
            jjtree.closeNodeScope(jjtn002,  1);
          }
        }
/*@egen*/
    |
      ("!" | "not")/*@bgen(jjtree) #Not( 1) */
                  {
                    ASTNot jjtn003 = new ASTNot(JJTNOT);
                    boolean jjtc003 = true;
                    jjtree.openNodeScope(jjtn003);
                  }

  try {
/*@egen*/ unaryExpression()/*@bgen(jjtree)*/
                  } catch (Throwable jjte003) {
                    if (jjtc003) {
                      jjtree.clearNodeScope(jjtn003);
                      jjtc003 = false;
                    } else {
                      jjtree.popNode();
                    }
                    if (jjte003 instanceof RuntimeException) {
                      throw (RuntimeException)jjte003;
                    }
                    if (jjte003 instanceof ParseException) {
                      throw (ParseException)jjte003;
                    }
                    throw (Error)jjte003;
                  } finally {
                    if (jjtc003) {
                      jjtree.closeNodeScope(jjtn003,  1);
                    }
                  }
/*@egen*/
    |
      navigationChain()
      [
         "instanceof"
         t = <IDENT>/*@bgen(jjtree)
 #Instanceof( 1) */
                    {
```

```
                    ASTInstanceof jjtn004 = new ASTInstanceof(JJTINSTANCEOF);
                    boolean jjtc004 = true;
                    jjtree.openNodeScope(jjtn004);
                   }
                   try {
/*@egen*//*@bgen(jjtree)*/
                   {
                    jjtree.closeNodeScope(jjtn004,  1);
                    jjtc004 = false;
                   }
/*@egen*/  { sb = new StringBuffer(t.image); ionode = jjtn004; }/*@bgen(jjtree)*/
                   } finally {
                    if (jjtc004) {
                     jjtree.closeNodeScope(jjtn004,  1);
                    }
                   }
/*@egen*/
          (   "." t = <IDENT>         { sb.append('.').append( t.image ); }
          )*                          { ionode.setTargetType( new String(sb) ); }
       ]
   )
}


// navigation chain: property
 references, method calls, projections, selections, etc.
void navigationChain() : {}
{
   primaryExpression()
   (   "."/*@bgen(jjtree) #Chain( 2) */
       {
        ASTChain jjtn001 = new ASTChain(JJTCHAIN);
        boolean jjtc001 = true;
        jjtree.openNodeScope(jjtn001);
       }
       try {
/*@egen*/
       ( /* Prevent the "eval" ambiguity from issuing a warning; see discussion below. */
          ( LOOKAHEAD(2) methodCall() | propertyName() )
            // Also handle "{", which requires a lookahead of 2.
       |   ( LOOKAHEAD(2) projection() | selection() )
       |   "(" expression() ")"
       )/*@bgen(jjtree)*/
       } catch (Throwable jjte001) {
         if (jjtc001) {
           jjtree.clearNodeScope(jjtn001);
           jjtc001 = false;
         } else {
```

```
          jjtree.popNode();
        }
        if (jjte001 instanceof RuntimeException) {
          throw (RuntimeException)jjte001;
        }
        if (jjte001 instanceof
 ParseException) {
          throw (ParseException)jjte001;
        }
        throw (Error)jjte001;
      } finally {
        if (jjtc001) {
          jjtree.closeNodeScope(jjtn001,  2);
        }
      }
/*@egen*/

  |/*@bgen(jjtree) #Chain( 2) */
      {
        ASTChain jjtn002 = new ASTChain(JJTCHAIN);
        boolean jjtc002 = true;
        jjtree.openNodeScope(jjtn002);
      }
      try {
/*@egen*/   index()/*@bgen(jjtree)*/
      } catch (Throwable jjte002) {
        if (jjtc002) {
          jjtree.clearNodeScope(jjtn002);
          jjtc002 = false;
        } else {
          jjtree.popNode();
        }
        if (jjte002 instanceof RuntimeException) {
          throw (RuntimeException)jjte002;
        }
        if (jjte002 instanceof ParseException) {
          throw (ParseException)jjte002;
        }
        throw (Error)jjte002;
      } finally {
        if (jjtc002) {
          jjtree.closeNodeScope(jjtn002,
  2);
        }
      }
/*@egen*/

  |   "(" expression()/*@bgen(jjtree) #Eval( 2) */
```

```
                    {
                      ASTEval jjtn003 = new ASTEval(JJTEVAL);
                      boolean jjtc003 = true;
                      jjtree.openNodeScope(jjtn003);
                    }
                    try {
/*@egen*/ ")"/*@bgen(jjtree)*/
                    } finally {
                      if (jjtc003) {
                        jjtree.closeNodeScope(jjtn003,  2);
                      }
                    }
/*@egen*/

          /* Using parentheses to indicate evaluation of the current
             object makes this language ambiguous, because the
             expression "ident(args)" could be seen as a single
             method call or as a property name followed by an
             evaluation.  We always put the method call first and
             turn off the ambiguity warning;
 we always want to
             interpret this as a method call. */

    )*
}


void primaryExpression() : {
  Token   t;
  String  className = null;
}
{
  (
     (<CHAR_LITERAL> | <BACK_CHAR_LITERAL> | <STRING_LITERAL> | <INT_LITERAL> |
<FLT_LITERAL>)/*@bgen(jjtree) #Const( 0) */
                                    {
                                      ASTConst jjtn001 = new ASTConst(JJTCONST);
                                      boolean jjtc001 = true;
                                      jjtree.openNodeScope(jjtn001);
                                    }
                                    try {
/*@egen*//*@bgen(jjtree)*/
                                    {
                                      jjtree.closeNodeScope(jjtn001,  0);
                                      jjtc001 = false;
                                    }
/*@egen*/
```

```
                        { jjtn001.setValue( token_source.literalValue ); }/*@bgen(jjtree)*/
                        } finally {
                          if (jjtc001) {
                            jjtree.closeNodeScope(jjtn001,  0);
                          }
                        }
/*@egen*/
    |
      "true"/*@bgen(jjtree) #Const( 0) */
                        {
                          ASTConst jjtn002 = new ASTConst(JJTCONST);
                          boolean jjtc002 = true;
                          jjtree.openNodeScope(jjtn002);
                        }
                        try {
/*@egen*//*@bgen(jjtree)*/
                        {

                jjtree.closeNodeScope(jjtn002,  0);
                          jjtc002 = false;
                        }
/*@egen*/                   { jjtn002.setValue( Boolean.TRUE ); }/*@bgen(jjtree)*/
                        } finally {
                          if (jjtc002) {
                            jjtree.closeNodeScope(jjtn002,  0);
                          }
                        }
/*@egen*/
    |
      "false"/*@bgen(jjtree) #Const( 0) */
                        {
                          ASTConst jjtn003 = new ASTConst(JJTCONST);
                          boolean jjtc003 = true;
                          jjtree.openNodeScope(jjtn003);

      }
                        try {
/*@egen*//*@bgen(jjtree)*/
                        {
                          jjtree.closeNodeScope(jjtn003,  0);
                          jjtc003 = false;
                        }
/*@egen*/                   { jjtn003.setValue( Boolean.FALSE ); }/*@bgen(jjtree)*/
                        } finally {
                          if (jjtc003) {
                            jjtree.closeNodeScope(jjtn003,  0);
                          }
                        }
```

```
/*@egen*/
   |/*@bgen(jjtree) #Const( 0) */
      {
       ASTConst jjtn004 = new ASTConst(JJTCONST);
       boolean jjtc004 = true;
       jjtree.openNodeScope(jjtn004);
      }
      try {
/*@egen*/
      "null"/*@bgen(jjtree)*/
       } finally {
       if (jjtc004) {
         jjtree.closeNodeScope(jjtn004,  0);
       }
      }
/*@egen*/                          // Null is the default value in an ASTConst
   |
      LOOKAHEAD(2) "#this"/*@bgen(jjtree) #ThisVarRef( 0) */
                                   {
                                    ASTThisVarRef jjtn005 = new ASTThisVarRef(JJTTHISVARREF);
                                    boolean jjtc005 = true;
                                    jjtree.openNodeScope(jjtn005);
                                   }
                                   try {
/*@egen*//*@bgen(jjtree)*/
                                   {
                                    jjtree.closeNodeScope(jjtn005,  0);
                                    jjtc005 = false;
                                   }
/*@egen*/               { jjtn005.setName( "this"
 ); }/*@bgen(jjtree)*/
                                   } finally {
                                    if (jjtc005) {
                                      jjtree.closeNodeScope(jjtn005,  0);
                                    }
                                   }
/*@egen*/
   |
      LOOKAHEAD(2) "#root"/*@bgen(jjtree) #RootVarRef( 0) */
                                   {
                                    ASTRootVarRef jjtn006 = new ASTRootVarRef(JJTROOTVARREF);
                                    boolean jjtc006 = true;
                                    jjtree.openNodeScope(jjtn006);
                                   }
                                   try {
/*@egen*//*@bgen(jjtree)*/
                                   {
                                    jjtree.closeNodeScope(jjtn006,  0);
```

```
                    jjtc006 = false;
                    }
/*@egen*/            { jjtn006.setName( "root" ); }/*@bgen(jjtree)*/
                    } finally {
                      if (jjtc006) {
                        jjtree.closeNodeScope(jjtn006,  0);
                      }
                    }
/*@egen*/
   |
     LOOKAHEAD(2) "#" t=<IDENT>/*@bgen(jjtree) #VarRef( 0) */
                    {
                      ASTVarRef jjtn007 = new ASTVarRef(JJTVARREF);
                      boolean jjtc007 = true;
                      jjtree.openNodeScope(jjtn007);
                    }
                    try {
/*@egen*//*@bgen(jjtree)*/

                  {
                      jjtree.closeNodeScope(jjtn007,  0);
                      jjtc007 = false;
                    }
/*@egen*/           { jjtn007.setName( t.image ); }/*@bgen(jjtree)*/
                    } finally {
                      if (jjtc007) {
                        jjtree.closeNodeScope(jjtn007,  0);
                      }
                    }
/*@egen*/
   |
     LOOKAHEAD(2) ":" "[" expression() "]"/*@bgen(jjtree) #Const( 1) */
                    {
                      ASTConst jjtn008 = new ASTConst(JJTCONST);
                      boolean jjtc008 = true;

   jjtree.openNodeScope(jjtn008);
                    }
                    try {
/*@egen*//*@bgen(jjtree)*/
                    {
                      jjtree.closeNodeScope(jjtn008,  1);
                      jjtc008 = false;
                    }
/*@egen*/   { jjtn008.setValue( jjtn008.jjtGetChild(0) ); }/*@bgen(jjtree)*/
                    } finally {
                      if (jjtc008) {
```

```
                                    jjtree.closeNodeScope(jjtn008,  1);
                                  }
                                }
/*@egen*/
    |
      staticReference()
    |
      LOOKAHEAD(2) constructorCall()
    |
        // Prevent the "eval" ambiguity from issuing a warning; see discussion elsewhere.
       ( LOOKAHEAD(2) methodCall() | propertyName() )
    |
      index()
    |
      "(" expression() ")"
    |
      "{"/*@bgen(jjtree) List */
          {
           ASTList jjtn009 = new ASTList(JJTLIST);
           boolean jjtc009 = true;
           jjtree.openNodeScope(jjtn009);
          }
          try {
/*@egen*/ [assignmentExpression() ("," assignmentExpression())*]/*@bgen(jjtree)*/
          } catch (Throwable jjte009) {
           if (jjtc009) {
            jjtree.clearNodeScope(jjtn009);
            jjtc009 = false;
           } else {
            jjtree.popNode();
           }
           if (jjte009 instanceof RuntimeException) {
            throw (RuntimeException)jjte009;
           }
           if (jjte009 instanceof ParseException) {
            throw (ParseException)jjte009;
           }
           throw (Error)jjte009;
          } finally {
           if (jjtc009) {
            jjtree.closeNodeScope(jjtn009,
 true);
           }
          }
/*@egen*/       "}"
    |
      LOOKAHEAD(2)/*@bgen(jjtree) Map */
                {
```

```
                ASTMap jjtn010 = new ASTMap(JJTMAP);
                boolean jjtc010 = true;
                jjtree.openNodeScope(jjtn010);
               }
               try {
/*@egen*/ ( "#" (className=classReference())? "{" [keyValueExpression() ("," keyValueExpression())*] {
jjtn010.setClassName(className); } "}" )/*@bgen(jjtree)*/
               } catch (Throwable jjte010) {
                if (jjtc010) {
                  jjtree.clearNodeScope(jjtn010);
                  jjtc010 = false;
                } else {
                  jjtree.popNode();
                }
                if (jjte010 instanceof RuntimeException) {
                  throw (RuntimeException)jjte010;
                }
                if (jjte010
 instanceof ParseException) {
                  throw (ParseException)jjte010;
                }
                throw (Error)jjte010;
               } finally {
                if (jjtc010) {
                  jjtree.closeNodeScope(jjtn010, true);
                }
               }
/*@egen*/
  )
}

void keyValueExpression() : {}
{/*@bgen(jjtree) KeyValue */
      {
        ASTKeyValue jjtn001 = new ASTKeyValue(JJTKEYVALUE);
        boolean jjtc001 = true;
        jjtree.openNodeScope(jjtn001);
      }
      try {
/*@egen*/
      ( assignmentExpression() (":" assignmentExpression())? )/*@bgen(jjtree)*/
      } catch (Throwable jjte001) {
        if (jjtc001) {
          jjtree.clearNodeScope(jjtn001);
          jjtc001 = false;
        } else {
          jjtree.popNode();
        }
```

```
        if (jjte001 instanceof RuntimeException) {
          throw (RuntimeException)jjte001;
        }

      if (jjte001 instanceof ParseException) {
          throw (ParseException)jjte001;
        }
        throw (Error)jjte001;
      } finally {
        if (jjtc001) {
          jjtree.closeNodeScope(jjtn001, true);
        }
      }
/*@egen*/
}

void staticReference() : {
  String className = "java.lang.Math";
  Token t;
}
{
  className=classReference()
    ( // Prevent the "eval" ambiguity from issuing a warning; see discussion elsewhere.
      LOOKAHEAD(2)
      staticMethodCall( className )
    |
      t=<IDENT>/*@bgen(jjtree) #StaticField( 0) */
                        {
                          ASTStaticField jjtn001 = new ASTStaticField(JJTSTATICFIELD);
                          boolean jjtc001 = true;
                          jjtree.openNodeScope(jjtn001);
                        }
                        try {
/*@egen*//*@bgen(jjtree)*/

                    {
                          jjtree.closeNodeScope(jjtn001,  0);
                          jjtc001 = false;
                        }
/*@egen*/             { jjtn001.init( className, t.image ); }/*@bgen(jjtree)*/
                        } finally {
                          if (jjtc001) {
                            jjtree.closeNodeScope(jjtn001,  0);
                          }
                        }
/*@egen*/
    )
}
```

```
String classReference(): {
  String      result = "java.lang.Math";
}
{
  "@" ( result=className() )? "@" { return result; }
}

String className(): {
  Token t;
  StringBuffer result;
}
{
  t=<IDENT>               { result = new StringBuffer( t.image ); }
  ( "." t=<IDENT>         { result.append('.').append( t.image ); }
  )*                      { return new String(result); }
}

void constructorCall()      :
 {/*@bgen(jjtree) Ctor */
  ASTCtor jjtn000 = new ASTCtor(JJTCTOR);
  boolean jjtc000 = true;
  jjtree.openNodeScope(jjtn000);
/*@egen*/
  String className;
  Token t;
  StringBuffer sb;
}
{/*@bgen(jjtree) Ctor */
  try {
/*@egen*/
  "new" className=className()
     (
        LOOKAHEAD(2) (
           "(" [ assignmentExpression() ( "," assignmentExpression() )* ] ")"/*@bgen(jjtree)*/
              {
               jjtree.closeNodeScope(jjtn000, true);
               jjtc000 = false;
              }
/*@egen*/
              {
                 jjtn000.setClassName(className);
              }
        )
        |
        LOOKAHEAD(2) (
           "[" "]" "{"/*@bgen(jjtree) List */
                    {
```

```
                    ASTList jjtn001 = new ASTList(JJTLIST);
                    boolean jjtc001 = true;
                    jjtree.openNodeScope(jjtn001);

                }
                    try {
/*@egen*/ [assignmentExpression() ("," assignmentExpression())*]/*@bgen(jjtree)*/
                    } catch (Throwable jjte001) {
                      if (jjtc001) {
                        jjtree.clearNodeScope(jjtn001);
                        jjtc001 = false;
                      } else {
                        jjtree.popNode();
                      }
                      if (jjte001 instanceof RuntimeException) {
                        throw (RuntimeException)jjte001;
                      }
                      if (jjte001 instanceof ParseException) {
                        throw (ParseException)jjte001;
                      }
                      throw (Error)jjte001;
                    } finally {
                      if (jjtc001) {
                        jjtree.closeNodeScope(jjtn001,
 true);
                      }
                    }
/*@egen*/      "}"/*@bgen(jjtree)*/
                {
                  jjtree.closeNodeScope(jjtn000, true);
                  jjtc000 = false;
                }
/*@egen*/
                {
                    jjtn000.setClassName(className);
                    jjtn000.setArray(true);
                }
        )
        |
        LOOKAHEAD(2) (
            "[" assignmentExpression() "]"/*@bgen(jjtree)*/
                {
                  jjtree.closeNodeScope(jjtn000, true);
                  jjtc000 = false;
                }
/*@egen*/
                {
                    jjtn000.setClassName(className);
```

```
                jjtn000.setArray(true);
              }
          )
      )/*@bgen(jjtree)*/
    } catch (Throwable jjte000) {
     if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;

     } else {
      jjtree.popNode();
     }
     if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
     }
     if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
     }
     throw (Error)jjte000;
    } finally {
     if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
     }
    }
/*@egen*/
}

void propertyName()          : {/*@bgen(jjtree) Property */
   ASTProperty jjtn000 = new ASTProperty(JJTPROPERTY);
   boolean jjtc000 = true;
   jjtree.openNodeScope(jjtn000);
/*@egen*/
   Token t;
}
{/*@bgen(jjtree) Property */
   try {
/*@egen*/
   t=<IDENT>/*@bgen(jjtree) Const */
           {
             ASTConst jjtn001 = new ASTConst(JJTCONST);
             boolean jjtc001 = true;
             jjtree.openNodeScope(jjtn001);
           }
           try {
/*@egen*//*@bgen(jjtree)*/
           {
             jjtree.closeNodeScope(jjtn001, true);
             jjtc001 = false;
```

```
          }
/*@egen*/ { jjtn001.setValue( t.image ); }/*@bgen(jjtree)*/
          } finally {
            if (jjtc001) {
              jjtree.closeNodeScope(jjtn001, true);
            }
          }
/*@egen*/       /*@bgen(jjtree)*/
  } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
  }
/*@egen*/
}

void staticMethodCall( String className )              : {/*@bgen(jjtree) StaticMethod */
  ASTStaticMethod jjtn000 = new ASTStaticMethod(JJTSTATICMETHOD);
  boolean jjtc000 = true;
  jjtree.openNodeScope(jjtn000);
/*@egen*/
  Token t;
}
{/*@bgen(jjtree) StaticMethod */
  try {
/*@egen*/
  t=<IDENT> "(" [ assignmentExpression() ( "," assignmentExpression() )* ] ")"/*@bgen(jjtree)*/
                                {
                                  jjtree.closeNodeScope(jjtn000, true);
                                  jjtc000 = false;
                                }
/*@egen*/

                               { jjtn000.init( className, t.image ); }/*@bgen(jjtree)*/
  } catch (Throwable jjte000) {
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
```

```
    throw (Error)jjte000;
   } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
   }
/*@egen*/
}

void methodCall()        : {/*@bgen(jjtree) Method */
   ASTMethod jjtn000 = new ASTMethod(JJTMETHOD);
   boolean jjtc000 = true;
   jjtree.openNodeScope(jjtn000);
/*@egen*/
   Token t;
}
{/*@bgen(jjtree) Method */
   try {
/*@egen*/
   t=<IDENT> "(" [ assignmentExpression() ( "," assignmentExpression() )* ] ")"/*@bgen(jjtree)*/
                                {

            jjtree.closeNodeScope(jjtn000, true);
                                  jjtc000 = false;
                                }
/*@egen*/
                                { jjtn000.setMethodName( t.image ); }/*@bgen(jjtree)*/
   } catch (Throwable jjte000) {
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
   } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
   }
/*@egen*/
}
```

```
/**
* Apply an expression to all elements of a collection, creating a new collection
* as the result.
*/
void projection()         : {/*@bgen(jjtree) Project */
 ASTProject jjtn000 = new ASTProject(JJTPROJECT);
 boolean jjtc000 = true;

 jjtree.openNodeScope(jjtn000);
/*@egen*/}
{/*@bgen(jjtree) Project */
  try {
/*@egen*/
  "{" expression() "}"/*@bgen(jjtree)*/
  } catch (Throwable jjte000) {
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
  } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
  }
/*@egen*/
}

void selection() : {}
{
      LOOKAHEAD(2) selectAll()
  |
      LOOKAHEAD(2) selectFirst()
  |
      LOOKAHEAD(2) selectLast()
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
```

```
* containing those elements for which the expression returned true.
*/
void selectAll()        : {/*@bgen(jjtree) Select */
 ASTSelect
 jjtn000 = new ASTSelect(JJTSELECT);
 boolean jjtc000 = true;
 jjtree.openNodeScope(jjtn000);
/*@egen*/}
{/*@bgen(jjtree) Select */
  try {
/*@egen*/
  "{" "?" expression() "}"/*@bgen(jjtree)*/
  } catch (Throwable jjte000) {
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
  } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
  }
/*@egen*/
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
* containing those elements for the first element for which the expression returned true.
*/
void selectFirst()             : {/*@bgen(jjtree) SelectFirst */
 ASTSelectFirst jjtn000 = new ASTSelectFirst(JJTSELECTFIRST);
  boolean jjtc000 = true;
 jjtree.openNodeScope(jjtn000);
/*@egen*/}
{/*@bgen(jjtree) SelectFirst */
  try {
/*@egen*/
  "{" "^" expression() "}"/*@bgen(jjtree)*/
  } catch (Throwable jjte000) {
```

```
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
    throw (Error)jjte000;
  } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
  }
/*@egen*/
}

/**
* Apply a boolean expression to all elements of a collection, creating a new collection
* containing those elements for the first element for which the expression returned true.
*/
void selectLast()            : {/*@bgen(jjtree) SelectLast */
 ASTSelectLast jjtn000 = new ASTSelectLast(JJTSELECTLAST);
 boolean
 jjtc000 = true;
 jjtree.openNodeScope(jjtn000);
/*@egen*/}
{/*@bgen(jjtree) SelectLast */
  try {
/*@egen*/
  "{" "$" expression() "}"/*@bgen(jjtree)*/
  } catch (Throwable jjte000) {
    if (jjtc000) {
      jjtree.clearNodeScope(jjtn000);
      jjtc000 = false;
    } else {
      jjtree.popNode();
    }
    if (jjte000 instanceof RuntimeException) {
      throw (RuntimeException)jjte000;
    }
    if (jjte000 instanceof ParseException) {
      throw (ParseException)jjte000;
    }
```

```
    throw (Error)jjte000;
   } finally {
    if (jjtc000) {
      jjtree.closeNodeScope(jjtn000, true);
    }
   }
/*@egen*/
}

void index()          : {/*@bgen(jjtree) Property */
 ASTProperty jjtn000 = new ASTProperty(JJTPROPERTY);
 boolean jjtc000 = true;
 jjtree.openNodeScope(jjtn000);
/*@egen*/}
{/*@bgen(jjtree) Property */
  try {
/*@egen*/
  "[" expression() "]"/*@bgen(jjtree)*/
                      {
                       jjtree.closeNodeScope(jjtn000,
 true);
                       jjtc000 = false;
                      }
/*@egen*/ { jjtn000.setIndexedAccess(true); }
|
  <DYNAMIC_SUBSCRIPT>/*@bgen(jjtree) Const */
                     {
                      ASTConst jjtn001 = new ASTConst(JJTCONST);
                      boolean jjtc001 = true;
                      jjtree.openNodeScope(jjtn001);
                     }
                     try {
/*@egen*//*@bgen(jjtree)*/
                     {
                      jjtree.closeNodeScope(jjtn001, true);
                      jjtc001 = false;
                     }
/*@egen*/ { jjtn001.setValue( token_source.literalValue ); }/*@bgen(jjtree)*/
                     } finally {
                      if (jjtc001) {
                        jjtree.closeNodeScope(jjtn001, true);
                      }
                     }
/*@egen*/      /*@bgen(jjtree)*/
  {
    jjtree.closeNodeScope(jjtn000, true);
```

```
  jjtc000 = false;
    }
/*@egen*/
    {
       jjtn000.setIndexedAccess(true);
    }/*@bgen(jjtree)*/
    } catch (Throwable jjte000) {
      if (jjtc000) {
        jjtree.clearNodeScope(jjtn000);
        jjtc000 = false;
      } else {
        jjtree.popNode();
      }
      if (jjte000 instanceof RuntimeException) {
        throw (RuntimeException)jjte000;
      }
      if (jjte000 instanceof ParseException) {
        throw (ParseException)jjte000;
      }
      throw (Error)jjte000;
    } finally {
      if (jjtc000) {
        jjtree.closeNodeScope(jjtn000, true);
      }
    }
/*@egen*/
}

// LEXER PRODUCTIONS

TOKEN_MGR_DECLS:
{
    /** Holds the last value computed by a constant token. */
  Object literalValue;
    /** Holds the last character escaped or in a character literal. */
  private char charValue;
    /** Holds char literal start token. */
  private char charLiteralStartQuote;
    /** Holds the last string literal parsed. */
  private StringBuffer stringBuffer;

     /** Converts an escape sequence into a character value. */
  private char escapeChar()
  {
      int ofs = image.length() - 1;
      switch ( image.charAt(ofs) ) {
          case 'n':   return '\n';
          case 'r':   return '\r';
```

```
            case 't':   return '\t';
            case 'b':   return '\b';
            case 'f':   return '\f';
            case '\\':  return '\\';
            case '\'':  return '\'';
            case '\"':  return '\"';
        }

        // Otherwise, it's an octal number.  Find the backslash and convert.
        while ( image.charAt(--ofs) != '\\' )
          {}
        int value = 0;
        while ( ++ofs < image.length() )
            value = (value << 3) | (image.charAt(ofs) - '0');
        return (char) value;
    }

    private Object makeInt()
    {
        Object  result;
        String  s = image.toString();
        int     base = 10;

        if ( s.charAt(0) == '0' )
            base = (s.length() > 1 && (s.charAt(1)
== 'x' || s.charAt(1) == 'X'))? 16 : 8;
        if ( base == 16 )
            s = s.substring(2); // Trim the 0x off the front
        switch ( s.charAt(s.length()-1) ) {
            case 'l': case 'L':
                result = Long.valueOf( s.substring(0,s.length()-1), base );
                break;

            case 'h': case 'H':
                result = new BigInteger( s.substring(0,s.length()-1), base );
                break;

            default:
                result = Integer.valueOf( s, base );
                break;
        }
        return result;
    }

    private Object makeFloat()
    {
        String s = image.toString();
        switch ( s.charAt(s.length()-1) ) {
```

```
            case 'f': case 'F':
               return Float.valueOf( s );

            case 'b': case 'B':
               return new BigDecimal( s.substring(0,s.length()-1) );

            case 'd': case 'D':
            default:
               return Double.valueOf( s );
         }
      }
   }
}

// Whitespace
 -- ignored
SKIP:
{  " " | "\t" | "\f" | "\r" | "\n" }

// An identifier.
TOKEN:
{
   < IDENT: <LETTER> (<LETTER>|<DIGIT>)* >
|
   < #LETTER: [
      "$",
      "A"-"Z",
      "_",
      "a"-"z",
      "\u00c0"-"\u00d6",
      "\u00d8"-"\u00f6",
      "\u00f8"-"\u00ff",
      "\u0100"-"\u1fff",
      "\u3040"-"\u318f",
      "\u3300"-"\u337f",
      "\u3400"-"\u3d2d",
      "\u4e00"-"\u9fff",
      "\uf900"-"\ufaff"
     ] >
|
   < #DIGIT:
     [
      "0"-"9",
      "\u0660"-"\u0669",
      "\u06f0"-"\u06f9",
      "\u0966"-"\u096f",
      "\u09e6"-"\u09ef",
      "\u0a66"-"\u0a6f",
      "\u0ae6"-"\u0aef",
```

```
      "\u0b66"-"\u0b6f",
      "\u0be7"-"\u0bef",
      "\u0c66"-"\u0c6f",
      "\u0ce6"-"\u0cef",
      "\u0d66"-"\u0d6f",
      "\u0e50"-"\u0e59",
      "\u0ed0"-"\u0ed9",
      "\u1040"-"\u1049"
    ] >
}

/**
* Token for "dynamic subscripts", which are one of: [^], [|], [$], and [*].  The
* appropriate constant from the DynamicSubscript
 class is stored in the token manager's
* "value" field.
*/
TOKEN:
{
  < DYNAMIC_SUBSCRIPT: "[" ["^","|","$","*"] "]" >
     {
        switch (image.charAt(1)) {
          case '^': literalValue = DynamicSubscript.first; break;
          case '|': literalValue = DynamicSubscript.mid;   break;
          case '$': literalValue = DynamicSubscript.last;  break;
          case '*': literalValue = DynamicSubscript.all;   break;
       }
     }
}

/**
* Character and string literals, whose object value is stored in the token manager's
* "literalValue" field.
*/
MORE:
{
  "`"     : WithinBackCharLiteral
|
  "'"     { stringBuffer = new StringBuffer(); }: WithinCharLiteral
|
  "\""    { stringBuffer = new StringBuffer(); }: WithinStringLiteral
}

<WithinCharLiteral> MORE:
{
  < ESC: "\\" ( ["n","r","t","b","f","\\","'","`","\""]
            | (["0"-"3"])? ["0"-"7"] (["0"-"7"])?
            )
```

```
  >
    { charValue = escapeChar(); stringBuffer.append(charValue);
 }
|
  < (~["'","\\"]) >
    { charValue = image.charAt( image.length()-1 ); stringBuffer.append(charValue); }
}

<WithinCharLiteral> TOKEN:
{
  < CHAR_LITERAL: "'">
    {
      if (stringBuffer.length() == 1) {
        literalValue = new Character( charValue );
      } else {
        literalValue = new String( stringBuffer );
      }
    }
    : DEFAULT
}

<WithinBackCharLiteral> MORE:
{
  < BACK_CHAR_ESC: <ESC> >
    { charValue = escapeChar(); }
|
  < (~["`","\\"]) >
    { charValue = image.charAt( image.length()-1 ); }
}

<WithinBackCharLiteral> TOKEN:
{
  < BACK_CHAR_LITERAL: "`">
    { literalValue = new Character( charValue ); }: DEFAULT
}

<WithinStringLiteral> MORE:
{
  < STRING_ESC: <ESC> >
    { stringBuffer.append( escapeChar() ); }
|
  < (~["\"","\\"]) >
    { stringBuffer.append( image.charAt(image.length()-1) ); }
}

<WithinStringLiteral> TOKEN:
{
  <STRING_LITERAL:
```

```
 "\""">
      { literalValue = new String( stringBuffer ); }
      : DEFAULT
}

/**
* Integer or real Numeric literal, whose object value is stored in the token manager's
* "literalValue" field.
*/
TOKEN:
{
  < INT_LITERAL:
      ( "0" (["0"-"7"])* | ["1"-"9"] (["0"-"9"])* | "0" ["x","X"] (["0"-"9","a"-"f","A"-"F"])+ )
      (["l","L","h","H"])?
  >
      { literalValue =
      makeInt(); }
|
  < FLT_LITERAL:
      ( <DEC_FLT> (<EXPONENT>)? (<FLT_SUFF>)?
      | <DEC_DIGITS> <EXPONENT> (<FLT_SUFF>)?
      | <DEC_DIGITS> <FLT_SUFF>
      )
  >
      { literalValue = makeFloat(); }

| < #DEC_FLT: (["0"-"9"])+ "." (["0"-"9"])* | "." (["0"-"9"])+ >
| < #DEC_DIGITS: (["0"-"9"])+ >
| < #EXPONENT: ["e","E"] (["+","-"])? (["0"-"9"])+ >
| < #FLT_SUFF: ["d","D","f","F","b","B"] >
}

Found in path(s):
* /ognl-3-1-29-sources-jar/ognl/ognl.jj
```

1.1421 jna-platform 5.9.0

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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbConst.java
*
 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbParameterNotFoundException.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionVTable.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbDispInterface.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbEnum.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMUtils.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbCoClass.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbInterface.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyPut.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbCmdlineArgs.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/TypeInfoUtil.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/TlbImp.java
*
 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionDispId.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMInvoker.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/TypeLibUtil.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbAbstractMethod.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyGet.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbFunctionStub.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/tlb/imp/TlbPropertyGetStub.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/HighLevelMonitorConfigurationAPI.java
*
 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Dxva2.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/EnumUtils.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/LowLevelMonitorConfigurationAPI.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/EnumConverter.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IEnumVariant.java
*
/jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Winsock2.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/ShTypes.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/LMShare.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/unix/aix/SharedObjectLoader.java
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/jna-platform-5-9-0-sources-jar/com/sun/jna/platform/linux/Udev.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/linux/LibRT.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/unix/aix/Perfstat.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/linux/Fcntl.java
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// MessageId: ERROR_DS_CONFIDENTIALITY_REQUIRED
// version.

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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/unix/Reboot.java
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 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/unix/LibC.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/PdhMsg.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMLateBindingObject.java
*
 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMException.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/TypeInfo.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/Dispatch.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IUnknown.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMBindingBaseObject.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeInfo.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/TypeComp.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/TypeLib.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/Unknown.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Wtsapi32.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/COMEarlyBindingObject.java
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 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/RecordInfo.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/OleAuto.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/ITypeLib.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/DBT.java
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*/
/**
   * <code>
   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
   );
   * </code>
   *
   * @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
     *          key.<br>
     *          The function returns after the profile is loaded. <br>
     *          Loading the profile can be time-consuming, so it is best to
     *          use this value only if you must access the information in the
     *          HKEY_CURRENT_USER registry key.<br>
     *          Windows Server 2003:
    The profile is unloaded after the new
     *          process is terminated, whether or not it has created child
     *          processes.<br>
     *          Windows XP: The profile is unloaded after the new process and
     *          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>
     *          The new process uses the same token as the caller, but the
     *          system creates a new logon session within LSA, and the process
     *          uses the specified credentials as the default credentials.
     *          <br>
     *          This value can be used to create a process that uses a
     *          different set of credentials locally than it does remotely.
     *          <br>
     *          This is useful in inter-domain scenarios where there is no
      *          trust relationship.<br>
     *          The system does not validate the specified credentials.<br>
     *          Therefore, the process can start, but it may not have access
     *          to network resources.
     * @param lpApplicationName
     *          [in, optional]<br>
     *          The name of the module to be executed. This module can be a
     *          Windows-based application.<br>
     *          It can be some other type of module (for example, MS-DOS or
     *          OS/2) if the appropriate subsystem is available on the local
     *          computer. The string can specify the full path and file name
     *          of the module to execute or it can specify a partial name.
     *          <br>
     *          If it is a partial name, the function uses the current drive
     *          and current directory to complete the specification. <br>
     *          The function does not use the search path. This parameter
    must
     *          include the file name extension; no default extension is
     *          assumed. The lpApplicationName parameter can be NULL, and the
     *          module name must be the first white space-delimited token in
     *          the lpCommandLine string.<br>
```

```
   *          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; otherwise, the file name is ambiguous. For
   *          example, the following string can be interpreted in different
   *          ways:<br>
   *          "c:\program files\sub dir\program name"<br>
   *          The system tries to interpret the possibilities in the
   *          following order:<br>
   *          <br>
   *          c:\program.exe files\sub dir\program name<br>
   *          c:\program files\sub.exe dir\program name<br>
   *          c:\program files\sub dir\program.exe
name<br>
   *          c:\program files\sub dir\program name.exe<br>
   *          <br>
   *          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]<br>
   *          The command line to be executed. The maximum length of this
   *          string is 1024 characters. <br>
   *          If lpApplicationName is NULL, the module name portion of
   *          lpCommandLine is limited to MAX_PATH characters.<br>
   *          The function can modify the contents of this string. <br>
   *          Therefore, this parameter cannot be a pointer to read-only
   *          memory (such as a const variable or a literal string).<br>
   *          If this parameter is a constant string, the
function may cause
   *          an access violation.<br>
   *          The lpCommandLine parameter can be NULL, and the function uses
   *          the string pointed to by lpApplicationNameas the command line.
   *          <br>
   *          <br>
   *          If both lpApplicationName and lpCommandLine are non-NULL,
   *          *lpApplicationName specifies the module to execute, and
   *          *lpCommandLine specifies the command line.<br>
   *          The new process can use GetCommandLine to retrieve the entire
   *          command line.<br>
   *          Console processes written in C can use the argc and argv
   *          arguments to parse the command line. <br>
   *          Because argv[0] is the module name, C programmers typically
   *          repeat the module name as the first token in the command line.
   *          <br>
   *          If lpApplicationName is NULL, the first white space-delimited
```

```
     *          token of the command line specifies the module name.<br>
     *          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>
     *          <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
     *          GetSystemDirectory function to get the path of this directory.
     *          <br>
     *          4. The 16-bit Windows system directory. There is no function
     *          that obtains the path of this directory, but it is searched.
     *          <br>
     *          5. The Windows directory. Use the GetWindowsDirectory function
     *          to get the path of this directory.<br>
     *          6. The directories that are listed in the PATH environment
     *          variable. Note that this function does not search the
     *          per-application path specified by the App Paths registry key.
     *          To include this per-application path in the search sequence,
     *          use the ShellExecute function.<br>
     *          <br>
     *          The system adds a null character to the command line string to
     *          separate the
    file name from the arguments. This divides the
     *          original string into two strings for internal processing.<br>
     * @param dwCreationFlags
     *          The flags that control how the process is created. <br>
     *          The CREATE_DEFAULT_ERROR_MODE, CREATE_NEW_CONSOLE, and
     *          CREATE_NEW_PROCESS_GROUP flags are enabled by default. <br>
     *          Even if you do not set the flag, the system functions as if it
     *          were set. You can specify additional flags as noted.<br>
     *          <br>
     *          CREATE_DEFAULT_ERROR_MODE: 0x04000000<br>
     *          The new process does not inherit the error mode of the calling
     *          process. <br>
     *          Instead, CreateProcessWithLogonW gives the new process the
     *          current default error mode. <br>
     *          An application sets the current default error mode by calling
     *          SetErrorMode. This flag is enabled by
```

default.
 *
 * CREATE_NEW_CONSOLE: 0x00000010
 * The new process has a new console, instead of inheriting the
 * parent's console. This flag cannot be used with the
 * DETACHED_PROCESS flag.
 * This flag is enabled by default.
 *
 * CREATE_NEW_PROCESS_GROUP: 0x00000200
 * The new process is the root process of a new process group.
 *
 * The process group includes all processes that are descendants
 * of this root process.
 * The process identifier of the new process group is the same as
 * the process identifier, which is returned in the lpProcessInfo
 * parameter.
 * Process groups are used by the GenerateConsoleCtrlEvent
 * function to enable sending a CTRL+C or CTRL+BREAK signal to a
 *
 group of console processes.
 * This flag is enabled by default.
 *
 * CREATE_SEPARATE_WOW_VDM: 0x00000800
 * This flag is only valid starting a 16-bit Windows-based
 * application.
 * If set, the new process runs in a private Virtual DOS Machine
 * (VDM).
 * By default, all 16-bit Windows-based applications run in a
 * single, shared VDM.
 * 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.
 * 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.
 * CREATE_SUSPENDED: 0x00000004
 * The primary thread of the new process is created in a
 * suspended state, and does not run until the ResumeThread
 * function is called.
 *
 * CREATE_UNICODE_ENVIRONMENT: 0x00000400
 * Indicates the format of the lpEnvironment parameter.
 * If this flag is set, the environment block pointed to by
 * lpEnvironment uses Unicode characters.
 * Otherwise, the environment block uses ANSI characters.
 * EXTENDED_STARTUPINFO_PRESENT: 0x00080000

```
     *          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
     *          [in, optional]<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.
     *          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.<br>
     *          An environment block can contain Unicode or ANSI characters.
     *          <br>
     *          If the environment block pointed to by lpEnvironment contains
     *          Unicode characters, ensure that dwCreationFlags includes
     *          CREATE_UNICODE_ENVIRONMENT.<br>
     *          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.<br>
     *          An ANSI environment block is terminated by two 0 (zero) bytes:
     *          one for the last string and one more to terminate the block.
     *          <br>
     *          A Unicode environment block is terminated by four zero bytes:
     *          two for the last string and two more to terminate the block.
     *          <br>
     *          To retrieve a copy of the environment block for a specific
     *          user, use the CreateEnvironmentBlock function.<br>
     * @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.<br>
     * @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.<br>
   *          Use the Application Verifier runtime verification tool to
   *          detect invalid handles.
   * @param lpProcessInfo
   *          [out]<br>
   *          A pointer to a PROCESS_INFORMATION structure that receives
   *
          identification information for the new process, including a
   *          handle to the process.<br>
   *          Handles in PROCESS_INFORMATION must be closed with the
   *          CloseHandle function when they are not needed.<br>
   * @return If the function succeeds, the return value is nonzero.<br>
   *        If the function fails, the return value is 0 (zero).<br>
   *        To get extended error information, call GetLastError.<br>
   *        Note that the function returns before the process has finished
   *        initialization.<br>
   *        If a required DLL cannot be located or fails to initialize, the
   *        process is terminated.<br>
   *        To get the termination status of a process, call
   *        GetExitCodeProcess.
   * @see <a href="http://msdn.microsoft.com/en-
us/library/windows/desktop/ms682431%28v=vs.85%29.aspx">MSDN</a>
   */
```

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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/OaIdl.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Ddeml.java
*

/jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IShellFolder.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/VerRsrc.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/SetupApi.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Msi.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Version.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IEnumIDList.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Variant.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Winioctl.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/KnownFolders.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/OaIdlUtil.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/OpenGL32.java
*
 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/wince/CoreDLL.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Rasapi32Util.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/Rasapi32.java
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 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/Convert.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/UnknownVTable.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/ComEventCallbackCookie.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/ConnectionPoint.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/IRawDispatchHandle.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IDispatchCallback.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/ConnectionPointContainer.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComObject.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IPersistStream.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/EnumMoniker.java
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 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/DispatchListener.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IUnknownCallback.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComMethod.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/AbstractComEventCallbackListener.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/IUnknown.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/annotation/ComProperty.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/EnumMoniker.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/ProxyObject.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/Moniker.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IPersist.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IStream.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IConnectionPointContainer.java
*
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IConnectionPoint.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/IRunningObjectTable.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/UnknownListener.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/COM/util/Factory.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/VersionUtil.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/WinNT.java
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 /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/FileUtils.java
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* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/dnd/GhostedDragImage.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/dnd/DropHandler.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/LMErr.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/W32FileMonitor.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/dnd/DropTargetPainter.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/W32FileUtils.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/unix/X11.java
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/win32/GDI32.java
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Found in path(s):
* /jna-platform-5-9-0-sources-jar/com/sun/jna/platform/mac/CoreFoundation.java

1.1422 google-protobuf 1.0.0.0

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This file contains a list of people who have made large contributions
to the public version of Protocol Buffers.

Original Protocol Buffers design and implementation:
 Sanjay Ghemawat <sanjay@google.com>
 Jeff Dean <jeff@google.com>
 Daniel Dulitz <daniel@google.com>
 Craig Silverstein
 Paul Haahr <haahr@google.com>
 Corey Anderson <corin@google.com>
 (and many others)

Proto2 C++ and Java primary author:
 Kenton Varda <kenton@google.com>

Proto2 Python primary authors:
Will Robinson <robinson@google.com>
Petar Petrov <petar@google.com>

Java Nano primary authors:
Brian Duff <bduff@google.com>
Tom Chao <chaot@google.com>
Max Cai <maxtroy@google.com>
Ulas Kirazci <ulas@google.com>

Large code contributions:
Jason Hsueh <jasonh@google.com>
Joseph Schorr <jschorr@google.com>
Wenbo Zhu <wenboz@google.com>

Large quantity of code reviews:
Scott Bruce <sbruce@google.com>
Frank Yellin
Neal Norwitz <nnorwitz@google.com>
Jeffrey Yasskin <jyasskin@google.com>
Ambrose
Feinstein <ambrose@google.com>

Documentation:
Lisa Carey <lcarey@google.com>

Maven packaging:
Gregory Kick <gak@google.com>

Patch contributors:
Kevin Ko <kevin.s.ko@gmail.com>
  * Small patch to handle trailing slashes in --proto_path flag.
Johan Euphrosine <proppy@aminche.com>
  * Small patch to fix Python CallMethod().
Ulrich Kunitz <kune@deine-taler.de>
  * Small optimizations to Python serialization.
Leandro Lucarella <llucax@gmail.com>
  * VI syntax highlighting tweaks.
  * Fix compiler to not make output executable.
Dilip Joseph <dilip.antony.joseph@gmail.com>
  * Heuristic detection of sub-messages when printing unknown fields in
    text format.
Brian Atkinson <nairb774@gmail.com>
  * Added @Override annotation to generated Java code where appropriate.
Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>
  * Tru64 support.
Monty Taylor <monty.taylor@gmail.com>
  * Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>

  * Slicing support for repeated scalar fields for the Python API.
Oleg Smolsky <oleg.smolsky@gmail.com>
  * MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.
Brian Olson <brianolson@google.com>
  * gzip/zlib I/O support.
Michael Poole <mdpoole@troilus.org>
  * 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.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
  * 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().
Kacper Kowalik <xarthisius.kk@gmail.com>
  * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
  * Fixed detection of sched_yield on Solaris.
  * Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
  * Fixed minor IBM xlC compiler build issues
  * Added atomicops for AIX (POWER)
Nipunn Koorapati <nipunn1313@gmail.com>
  * Provide a type alias field ValueType
on EnumTypeWrapper
  * Match service argument names to abstract interface

1.1423 dotnetzip 1.0.0.0

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

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1.1424 newtonsoft-json 1.0.0.0

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1.1425 html-agility-pack 1.0.0.0

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1.1426 kajabity.tools.java 1.0.0.0

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1.1427 nlog 1.0.0.0

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1.1428 babel-plugin-add-module-exports 1.0.4

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1.1429 autoprefixer 9.8.8

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1.1430 snake-yaml 1.28

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Found in path(s):
* /snakeyaml-1-28-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml

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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.c
omments;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.snakey
aml.error;version="1.28",org.yaml.snakeyaml.events;version="1.28",org
.yaml.snakeyaml.extensions.compactnotation;version="1.28",org.yaml.sn
akeyaml.introspector;version="1.28",org.yaml.snakeyaml.nodes;version=
"1.28",org.yaml.snakeyaml.parser;version="1.28",org.yaml.snakeyaml.re
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.yaml.snakeyaml.resolver;version="1.28",org.yaml.snakeyaml.scanner;ve
rsion="1.28",org.yaml.snakeyaml.serializer;version="1.28",org.yaml.sn
akeyaml.tokens;version="1.28",org.yaml.snakeyaml.util;version="1.28"
Import-Package: org.yaml.snakeyaml;version="[1.28,2)",org.yaml.snakeya
ml.comments;version="[1.28,2)",org.yaml.snakeyaml.composer;version="[
1.28,2)",org.yaml.snakeyaml.emitter;version="[1.28,2)",org.yaml.snake
yaml.error;version="[1.28,2)",org.yaml.snakeyaml.events;version="[1.2
8,2)",org.yaml.snakeyaml.introspector;version="[1.28,2)",org.yaml.sna
keyaml.nodes;version="[1.28,2)",org.yaml.snakeyaml.parser;version="[1
.28,2)",org.yaml.snakeyaml.reader;version="[1.28,2)",org.yaml.snakeya
ml.resolver;version="[1.28,2)",org.yaml.snakeyaml.scanner;version="[1
.28,2)",org.yaml.snakeyaml.serializer;version="[1.28,2)",org.yaml.sna
keyaml.tokens;version="[1.28,2)"
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849

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1.1431 httpcomponents-core 4.4.15

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1.1438 fsevents 2.3.2

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1.1444 dom 1.0

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*/
/**
    * Checks if this content model has had its min/maxOccurs values reduced for
    * purposes of speeding up UPA.  If
 so, this content model should not be used
    * for any purpose other than checking unique particle attribution
    *
    * @return a boolean that says whether this content has been compacted for UPA
    */
```

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*/
/**
   * used to check the 3 constraints against each complex type
   * (should be each model group):
   * Unique Particle
 Attribution, Particle Derivation (Restriction),
   * Element Declrations Consistent.
   */

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*
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDUniqueOrKeyTraverser.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/XSSimpleTypeDecl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/ASObjectList.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASBuilder.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom3/as/DOMASException.java
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*
 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameElementImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLTimerElementImpl.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSParticle.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLWmlElementImpl.java

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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAnchorElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/HTMLSerializer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHtmlElementImpl.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/DefaultNamespaceContext.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/ObjectFactory.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DraconianErrorHandler.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLTitleElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ElementDefinitionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLElementDecl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDecl.java
*
/xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLSelectElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLLabelElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFieldSetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLCardElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/ShortListImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/util/Base64.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CDATASectionImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/CMBuilder.java

* /xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLMetaElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/XSSimpleType.java
*
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMParser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/RegularExpression.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/ElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/events/UIEventImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/EntityReferenceImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultElement.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/SoftReferenceGrammarPool.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/DTDDVFactory.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/identity/ValueStore.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorHandlerImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMErrorHandlerWrapper.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/XMLEventImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/util/XS10TypeHelper.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLDivElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSNamespaceItem.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XML11Char.java
* /xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLFrameSetElementImpl.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLNamespaceBinder.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/parsers/XMLGrammarPreparser.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSImplementationImpl.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaException.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLAttributeDecl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/ContentModelValidator.java
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 /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLContentSpec.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DocumentTypeImpl.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11DTDProcessor.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/SimpleContentModel.java
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* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XMLSimpleType.java
* /xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/SchemaNamespaceSupport.java
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*/
/**
  * DOM Level 3 LS CR - Experimental.
    * Create a new <code>LSParser</code>. The newly constructed parser may
    *
 then be configured by means of its <code>DOMConfiguration</code>
    * object, and used to parse documents by means of its <code>parse</code>
    *  method.
    * @param mode  The <code>mode</code> argument is either
    *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
    *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in synchronous
    *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
    *   <code>LSParser</code> that is created will operate in asynchronous
    *   mode.
    * @param schemaType  An absolute URI representing the type of the schema
    *   language used during the load of a <code>Document</code> using the
    *   newly created <code>LSParser</code>. Note that no lexical checking
    *   is done on the absolute URI. In order to create a
    *   <code>LSParser</code> for any kind of schema types (i.e. the
    *   LSParser will be free to use any schema
 found), use the value
    *   <code>null</code>.
    * <p ><b>Note:</b>    For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-
20010502/'>XML Schema Part 1</a>]
    *   , applications must use the value
    *   <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a
href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
    *   applications must use the value
    *   <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
    *   are outside the scope of the W3C and therefore should recommend an
    *   absolute URI in order to use this method.
    * @return  The newly created <code>LSParser</code> object. This
    *   <code>LSParser</code> is either synchronous or asynchronous
    *   depending on the value of the <code>mode</code> argument.
    * <p ><b>Note:</b>    By default, the newly created <code>LSParser</code>
    *    does not contain a <code>DOMErrorHandler</code>, i.e. the value of
    *   the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-
handler'>
     *   error-handler</a>" configuration parameter is <code>null</code>. However, implementations
    *   may provide a default error handler at creation time. In that case,
    *   the initial value of the <code>"error-handler"</code> configuration
    *   parameter on the new created <code>LSParser</code> contains a
    *   reference to the default error handler.
```

```
    * @exception DOMException
    *    NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
    *   not supported.
   */
```

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```

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1.1451 jackson-xc 2.12.2

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1.1452 dagger 2.4

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1.1453 jackson-datatype-jsr310 2.12.2

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1.1454 paranamer 2.5.1

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1.1455 jctools-core 3.3.0

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* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseSpscLinkedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseLinkedQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashSet.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeJvmInfo.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/BaseMpscLinkedAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MessagePassingQueueUtil.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscCompoundQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingIdentityHashMap.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedXaddChunk.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/ConcurrentAutoTable.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
*
 /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscLinkedAtomicQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscLinkedQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscGrowableArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeAccess.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscUnboundedArrayQueue.java

* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SupportsIterator.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpscArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscChunkedArrayQueue.java
*
/jctools-core-3-3-0-sources-jar/org/jctools/util/UnsafeLongArrayAccess.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscUnboundedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/InternalAPI.java
* /jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashMap.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/SpscGrowableArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpscGrowableAtomicArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/PortableJvmInfo.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/BaseMpscLinkedArrayQueue.java
* /jctools-core-3-3-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
*
/jctools-core-3-3-0-sources-jar/org/jctools/maps/NonBlockingHashMapLong.java
* /jctools-core-3-3-0-sources-jar/org/jctools/util/Pow2.java

1.1456 jackson-datatype-jdk8 2.12.2

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1.1457 oauth-provider 20100527

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1.1458 oauth-consumer 20090617

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1.1459 oauth-httpclient4 20090913

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* /oauth-httpclient4-20090913-sources-jar/net/oauth/client/httpclient4/OAuthSchemeFactory.java
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1.1460 jackson-dataformat-yaml 2.13.1

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1.1461 annotations 4.1.1.4

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1.1462 jandex 2.4.2.Final

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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInternal.java
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 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfoGenerator.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/DotName.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Type.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInternal.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnsupportedVersion.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/NameTable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JarIndexer.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationValue.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexView.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationInstance.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/CompositeIndex.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Main.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Result.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriter.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JandexAntTask.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReader.java
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 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV1.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataOutputStream.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Index.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV1.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataInputStream.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PrimitiveType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/StrongInternPool.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/VoidType.java
*
 /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ParameterizedType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
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/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
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* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PositionBasedTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
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1.1463 animal-sniffer-annotation 1.19

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1.1469 error_prone_annotations 2.3.3

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jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/Immutable.java
*
/error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/ForOverride.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
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* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
*
 /error-prone-annotations-2-3-3-sources-jar/com/google/errorprone/annotations/FormatString.java

1.1470 kotlin 1.6.10

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1.1476 jackson-module-guice 2.13.1

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1.1485 jul-to-slf4j 1.7.36

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*
*/

Found in path(s):
* /jul-to-slf4j-1-7-36-sources-jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.1486 accessors-smart 2.4.8

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Manifest-Version: 1.0
Bnd-LastModified: 1644737816481
Build-Jdk: 11.0.14
Built-By: uriel

Bundle-Description: Java reflect give poor performance on getter sette
r an constructor calls, accessors-smart use ASM to speed up those cal
ls.
Bundle-DocURL: https://urielch.github.io/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: accessors-smart
Bundle-SymbolicName: net.minidev.accessors-smart
Bundle-Vendor: Chemouni Uriel
Bundle-Version: 2.4.8
Created-By: Apache Maven Bundle Plugin
Export-Package: net.minidev.asm;uses:="org.objectweb.asm";version="2.4
.8",net.minidev.asm.ex;version="2.4.8"
Import-Package: org.objectweb.asm;version="[8.0,10)",net.minidev.asm.e
x
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /accessors-smart-2-4-8-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /accessors-smart-2-4-8-jar/META-INF/maven/net.minidev/accessors-smart/pom.xml

1.1487 json-smart 2.4.8

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* /json-smart-2-4-8-jar/META-INF/maven/net.minidev/json-smart/pom.xml
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Manifest-Version: 1.0
Bnd-LastModified: 1644737862078
Build-Jdk: 11.0.14
Built-By: uriel
Bundle-Description: JSON (JavaScript Object Notation) is a lightweight
 data-interchange format. It is easy for humans to read and write. It
 is easy for machines to parse and generate. It is based on a subset
of the JavaScript Programming Language, Standard ECMA-262 3rd Edition
 - December 1999. JSON is a text format that is completely language i

ndependent but uses conventions that are familiar to programmers of t
he C-family of languages, including C, C++, C#, Java, JavaScript, Per
l, Python, and many others. These properties make JSON an ideal data-
interchange language.
Bundle-DocURL: https://urielch.github.io/
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: json-smart
Bundle-SymbolicName: net.minidev.json-smart
Bundle-Vendor: Chemouni Uriel
Bundle-Version:
 2.4.8
Created-By: Apache Maven Bundle Plugin
Export-Package: net.minidev.json;uses:="net.minidev.asm,net.minidev.js
on.parser,net.minidev.json.reader,net.minidev.json.writer";version="2
.4.8",net.minidev.json.annotate;version="2.4.8",net.minidev.json.pars
er;uses:="net.minidev.json.writer";version="2.4.8",net.minidev.json.r
eader;uses:="net.minidev.json";version="2.4.8",net.minidev.json.write
r;uses:="net.minidev.json,net.minidev.json.parser";version="2.4.8"
Import-Package: net.minidev.asm;version="[2.4,3)",net.minidev.json,net
.minidev.json.annotate,net.minidev.json.parser,net.minidev.json.reade
r,net.minidev.json.writer
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /json-smart-2-4-8-jar/META-INF/MANIFEST.MF

1.1488 signal-exit 3.0.5

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1.1489 log4j-over-slf4j 1.7.36

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Found in path(s):
* /log4j-over-slf4j-1-7-36-jar/META-INF/maven/org.slf4j/log4j-over-slf4j/pom.xml

1.1490 system-configuration-configurationmanager 4.5.0

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Martin Richards
23 February 2007
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```
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <CMakeProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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```
new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",
  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
```

```
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.Build.NoTargets">

 <UsingTask TaskName="RegenerateThirdPartyNotices" AssemblyFile="$(InstallerTasksAssemblyPath)" />

 <Target Name="RegenerateThirdPartyNotices" AfterTargets="Build">
  <PropertyGroup>
   <TpnFile>$(InstallerProjectRoot)pkg\THIRD-PARTY-NOTICES.TXT</TpnFile>
  </PropertyGroup>

  <!--
   Repo configuration. Upstreams, but also more: the TPN in dotnet/runtime serves many repos outside
   its graph, because dotnet/runtime produces the installer that ends up placing the single TPN file
   in the dotnet home directory.
  -->
  <ItemGroup>
   <TpnRepo Include="dotnet/runtime" />
   <TpnRepo Include="dotnet/aspnetcore" />
   <TpnRepo Include="dotnet/installer" />
   <TpnRepo Include="dotnet/roslyn-analyzers" />
   <TpnRepo Include="dotnet/templating" />
   <TpnRepo Include="dotnet/winforms" />
   <TpnRepo Include="dotnet/wpf" />

   <!--
     Additional repos that should be included but don't have any
third-party-notices files:
       dotnet/efcore
       dotnet/emsdk
       dotnet/extensions
       dotnet/icu
       dotnet/sdk
       dotnet/windowsdesktop
       dotnet/linker
   -->

   <TpnRepo Condition="'%(TpnRepo.Branch)' == "" Branch="main" />

   <PotentialTpnPath Include="THIRD-PARTY-NOTICES.TXT" />
   <PotentialTpnPath Include="THIRD-PARTY-NOTICES.txt" />
   <PotentialTpnPath Include="THIRD-PARTY-NOTICES" />
   <PotentialTpnPath Include="THIRDPARTYNOTICES.TXT" />
   <PotentialTpnPath Include="THIRDPARTYNOTICES.txt" />
  </ItemGroup>

  <RegenerateThirdPartyNotices
```

```
    TpnFile="$(TpnFile)"
    PotentialTpnPaths="@(PotentialTpnPath)"
    TpnRepos="@(TpnRepo)" />

  <Message Text="$(MSBuildProjectName) -> $(TpnFile)" Importance="High" />
 </Target>

</Project>
```
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https://github.com/madler/zlib
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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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By Sean Eron Anderson
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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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By Sean Eron Anderson
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https://github.com/Microsoft/RoslynClrHeapAllocationAnalyzer

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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1.1491 system-security-permissions 4.5.0

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

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

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1.1492 system-memory 4.5.0

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Martin Richards
23 February 2007
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```
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <CMakeProjectReference Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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<Project Sdk="Microsoft.Build.NoTargets">

 <UsingTask TaskName="RegenerateThirdPartyNotices" AssemblyFile="$(InstallerTasksAssemblyPath)" />
```

```
<Target Name="RegenerateThirdPartyNotices" AfterTargets="Build">
  <PropertyGroup>
    <TpnFile>$(InstallerProjectRoot)pkg\THIRD-PARTY-NOTICES.TXT</TpnFile>
  </PropertyGroup>

  <!--
    Repo configuration. Upstreams, but also more: the TPN in dotnet/runtime serves many repos outside
    its graph, because dotnet/runtime produces the installer that ends up placing the single TPN file
    in the dotnet home directory.
  -->
  <ItemGroup>
    <TpnRepo Include="dotnet/runtime" />
    <TpnRepo Include="dotnet/aspnetcore" />
    <TpnRepo Include="dotnet/installer" />
    <TpnRepo Include="dotnet/roslyn-analyzers" />
    <TpnRepo Include="dotnet/templating" />
    <TpnRepo Include="dotnet/winforms" />
    <TpnRepo Include="dotnet/wpf" />

    <!--
      Additional repos that should be included but don't have any
third-party-notices files:
        dotnet/efcore
        dotnet/emsdk
        dotnet/extensions
        dotnet/icu
        dotnet/sdk
        dotnet/windowsdesktop
        dotnet/linker
    -->

    <TpnRepo Condition="'%(TpnRepo.Branch)' == '' Branch="main" />

    <PotentialTpnPath Include="THIRD-PARTY-NOTICES.TXT" />
    <PotentialTpnPath Include="THIRD-PARTY-NOTICES.txt" />
    <PotentialTpnPath Include="THIRD-PARTY-NOTICES" />
    <PotentialTpnPath Include="THIRDPARTYNOTICES.TXT" />
    <PotentialTpnPath Include="THIRDPARTYNOTICES.txt" />
  </ItemGroup>

  <RegenerateThirdPartyNotices
    TpnFile="$(TpnFile)"
    PotentialTpnPaths="@(PotentialTpnPath)"
    TpnRepos="@(TpnRepo)" />

  <Message Text="$(MSBuildProjectName) -> $(TpnFile)" Importance="High" />
</Target>
```

</Project>
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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.12, March 27th, 2022

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By Sean Eron Anderson
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https://github.com/santoshsahoo/nbench (mirror of the same code)

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/fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/truck/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/envelope/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/print/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/folder-open-alt/index.html

* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/pinterest/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/folder-close-alt/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/ambulance/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/info/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/user-md/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icons/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/share-alt/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/step-backward/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/glass/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/frown/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/edit/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/star-half-empty/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/microphone/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/mobile-phone/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/flag/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/eye-open/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/subscript/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/underline/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/bitbucket-sign/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/github-alt/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/double-angle-left/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/sort-by-order-alt/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-

0b92414/src/3.2.1/icon/reply/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/double-angle-up/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/star-half/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/key/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/hand-down/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/stackexchange/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/list-ul/index.html
*
/fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/download/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/bolt/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/road/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/circle-arrow-left/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/hdd/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/check/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/circle-arrow-down/index.html
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/icon/long-arrow-left/index.html
No license file was found, but licenses were detected in source scan.

SIL OFL 1.1 for font, MIT license for code. No more attribution required, but much appreciated.
Font Awesome licensed under SIL OFL 1.1
Code licensed under MIT License
Documentation licensed under CC BY 3.0

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/whats-new/index.html
No license file was found, but licenses were detected in source scan.

/*!
* Bootstrap Responsive v2.3.2
*
* Copyright 2012 Twitter, Inc
* Licensed under the Apache License v2.0
* http://www.apache.org/licenses/LICENSE-2.0

*
* Designed and built with all the love in the world @twitter by @mdo and @fat.
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/less/bootstrap-2.3.2/responsive.less
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/less/responsive.less
No license file was found, but licenses were detected in source scan.

/*!
* Font Awesome 3.2.1
* the iconic font designed for Bootstrap
* --
* The full suite of pictographic icons, examples, and documentation can be
* found at http://fontawesome.io. Stay up to date on Twitter at
* http://twitter.com/fontawesome.
*
* License
* --
* - The Font Awesome font is licensed under SIL OFL 1.1 -
*   http://scripts.sil.org/OFL
* - Font Awesome CSS, LESS, and SASS files are licensed under MIT License -
*   http://opensource.org/licenses/mit-license.html
* - Font Awesome documentation licensed under CC BY 3.0 -
*   http://creativecommons.org/licenses/by/3.0/
* - Attribution is no longer required in Font Awesome 3.0, but much appreciated:
*   "Font Awesome by Dave Gandy - http://fontawesome.io"
*
* Author - Dave Gandy
 * --
* Email: dave@fontawesome.io
* Twitter: http://twitter.com/davegandy
* Work: Lead Product Designer @ Kyruus - http://kyruus.com
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/css/font-awesome.css
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/less/font-awesome-ie7.less
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/scss/font-awesome.scss
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/css/font-awesome.css
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/css/font-awesome-ie7.css

* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/less/font-awesome.less
*
/fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/scss/font-awesome.scss
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/css/font-awesome-ie7.css
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/less/font-awesome-ie7.less
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome/scss/font-awesome-ie7.scss
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/less/font-awesome.less
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/font-awesome-zip/font-awesome/scss/font-awesome-ie7.scss
No license file was found, but licenses were detected in source scan.

```
/*!
* Bootstrap v3.0.2 by @fat and @mdo
* Copyright 2013 Twitter, Inc.
* Licensed under http://www.apache.org/licenses/LICENSE-2.0
*
* Designed and built with all the love in the world by @mdo and @fat.
*/
```

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/bootstrap-3.0.2.min.js
No license file was found, but licenses were detected in source scan.

```
<footer id="footer" class="footer hidden-print">
 <div class="container text-center">
  <div id="bsap_1298241" class="bsarocks bsap_b1146e3f9fa32a794fc6d2c7be47ece8"></div>
  <div>
   <i class="fa fa-flag"></i> Font Awesome {{ site.fontawesome.version }}
   <span class="hide-xs">&middot;</span><br class="hide-sm hide-md hide-lg">
   Created by <a href="http://twitter.com/{{ site.fontawesome.author.twitter }}">Dave Gandy</a>
  </div>
  <div>
   Font Awesome licensed under <a href="{{ site.fontawesome.license.font.url }}">{{ site.fontawesome.license.font.version }}</a>
   <span class="hide-xs">&middot;</span><br class="hide-sm hide-md hide-lg">
   Code licensed under <a href="{{ site.fontawesome.license.code.url }}">{{ site.fontawesome.license.code.version }}</a>
   <span class="hide-xs hide-sm">&middot;</span><br class="hide-md hide-lg">
   Documentation licensed under <a href="{{ site.fontawesome.license.documentation.url }}">{{ site.fontawesome.license.documentation.version }}</a>
  </div>
```

```
  <div>
    Thanks to <a href="http://maxcdn.com"><i class="fa fa-maxcdn"></i> MaxCDN</a> for providing the excellent
<a href="http://www.bootstrapcdn.com/#fontawesome_tab">BootstrapCDN for Font Awesome</a>
  </div>
  <div class="project">
    <a href="{{ site.fontawesome.github.url }}">GitHub Project</a> &middot;
    <a href="{{ site.fontawesome.github.url }}/issues">Issues</a> &middot;
    <a href="{{ page.relative_path }}3.2.1">Old 3.2.1 Docs</a>
  </div>
 </div>
</footer>
```

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/_includes/footer.html
No license file was found, but licenses were detected in source scan.

/*! matchMedia() polyfill - Test a CSS media type/query in JS. Authors & copyright (c) 2012: Scott Jehl, Paul Irish, Nicholas Zakas. Dual MIT/BSD license */

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/respond.min.js
No license file was found, but licenses were detected in source scan.

// Backbone may be freely distributed under the MIT license.

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/js/backbone.min.js
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/backbone.min.js
No license file was found, but licenses were detected in source scan.

#[Font Awesome v4.2.0](http://fontawesome.io)
###The iconic font and CSS framework

Font Awesome is a full suite of 479 pictographic icons for easy scalable vector graphics on websites,
created and maintained by [Dave Gandy](http://twitter.com/davegandy).
Stay up to date [@fontawesome](http://twitter.com/fontawesome).

Get started at http://fontawesome.io!

##License
- The Font Awesome font is licensed under the SIL OFL 1.1:
 - http://scripts.sil.org/OFL
- Font Awesome CSS, LESS, and SASS files are licensed under the MIT License:
 - http://opensource.org/licenses/mit-license.html

- The Font Awesome documentation is licensed under the CC BY 3.0 License:
 - http://creativecommons.org/licenses/by/3.0/
- Attribution is no longer required as of Font Awesome 3.0, but much appreciated:
 - `Font Awesome by Dave Gandy - http://fontawesome.io`
- Full details: http://fontawesome.io/license

##Changelog
- v3.0.0 - all icons
 redesigned from scratch, optimized for Bootstrap's 14px default
- v3.0.1 - much improved rendering in webkit, various bug fixes
- v3.0.2 - much improved rendering and alignment in IE7
- v3.1.0 - Added 54 icons, icon stacking styles, flipping and rotating icons, removed SASS support
- [v3.1.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=4&page=1&state=closed)
- [v3.2.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=3&page=1&state=closed)
- [v3.2.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=5&page=1&state=closed)
- [v4.0.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=2&page=1&state=closed)
- [v4.0.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=7&page=1&state=closed)
- [v4.0.2 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=8&page=1&state=closed)
- [v4.0.3 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=9&page=1&state=closed)
-
 [v4.1.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=6&page=1&state=closed)
- [v4.2.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=12&page=1&state=closed)

Contributing

Please read through our [contributing guidelines](https://github.com/FortAwesome/Font-Awesome/blob/master/CONTRIBUTING.md).
Included are directions for opening issues, coding standards, and notes on development.

##Versioning

Font Awesome will be maintained under the Semantic Versioning guidelines as much as possible. Releases will be numbered
with the following format:

`<major>.<minor>.<patch>`

And constructed with the following guidelines:

* Breaking backward compatibility bumps the major (and resets the minor and patch)
* New additions, including new icons, without breaking backward compatibility bumps the minor (and resets the patch)
* Bug fixes and misc changes bumps
 the patch

For more information on SemVer, please visit http://semver.org.

##Author
- Email: dave@fontawesome.io
- Twitter: http://twitter.com/davegandy
- GitHub: https://github.com/davegandy

##Component
To include as a [component](http://github.com/component/component), just run

```
$ component install FortAwesome/Font-Awesome
```

Or add

```
"FortAwesome/Font-Awesome": "*"
```

to the `dependencies` in your `component.json`.

Hacking on Font Awesome

From the root of the repository, install the tools used to develop.

```
$ bundle install
$ npm install
```

Build the project and documentation:

```
$ bundle exec jekyll build
```

Or serve it on a local server on http://localhost:7998/Font-Awesome/:

```
$ bundle exec jekyll serve
```

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/README.md
No license file was found, but licenses were detected in source scan.

/*!
* Bootstrap v2.3.2
*
* Copyright 2012 Twitter, Inc
* Licensed under the Apache License v2.0

* http://www.apache.org/licenses/LICENSE-2.0
*
* Designed and built with all the love in the world @twitter by @mdo and @fat.
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/less/bootstrap-2.3.2/bootstrap.less
No license file was found, but licenses were detected in source scan.

Contributing to Font Awesome

Looking to contribute something to Font Awesome? **Here's how you can help.**

Requesting new icons

New icons mostly start as requests by the [Font Awesome community on GitHub](../../issues). Want to request a new icon? Here are some things to keep in mind:

1. Please be nice. Font Awesome is a happy place.
2. Please [search](../../search?type=Issues) to see if your icon request already exists. If a request is found, please +1 that one.
3. Please make requests for single icons, unless you are requesting a couple of strictly related icons (e.g., thumbs-up/thumbs-down).
4. Please and thank you if you include the following:
 - Title your [new issue](../../issues/new?title=Icon%20Request:%20icon-) `Icon request: icon-name` (e.g., `Icon request: icon-car`).
 - Include a few use cases for your requested icon. How do you plan on using it?
 - Attach a single color image or two that represent
 the idea you're going for.
 - Request concrete objects: it's harder to make an icon to represent happiness, it's easier to make a smiley face.

Reporting issues

We only accept issues that are icon requests, bug reports, or feature requests. Bugs must be isolated and reproducible problems that we can fix within the Font Awesome core. Please read the following guidelines to ensure you are the paragon of bug reporting.

1. **Search for existing issues.** We get a lot of duplicate issues, and you'd help us out a lot by first checking if someone else has reported the same issue. Moreover, the issue may have already been resolved with a fix available.
2. **Create an isolated and reproducible test case.** Be sure the problem exists in Font Awesome's code with a [reduced test case](http://css-tricks.com/reduced-test-cases/) that should be included in each bug report.
3. **Include a live example.** Make use of jsFiddle, jsBin, or Codepen to share your isolated test cases.
4.

Share as much information as possible. Include operating system and version, browser and version, version of Font Awesome, etc. where appropriate. Also include steps to reproduce the bug.

Key branches

- `master` is the latest, deployed version (not to be used for pull requests)
- `gh-pages` is the hosted docs (not to be used for pull requests)
- `*-wip` branches are the official work in progress branches for the next releases. All pull requests should be submitted against the appropriate branch

Notes on the repo

As of v3.2.0, Font Awesome's CSS, LESS, SCSS, and documentation are all powered by Jekyll templates and built before each commit and release.
- `_config.yml` - much of the site is driven off variables from this file, including Font Awesome and Bootstrap versions
- `src/` - All edits to documentation, LESS, SCSS, and CSS should be made to files and templates in this directory
- `src/icons.yml` - all LESS, SCSS, and CSS icon definitions are driven off this single file

Pull requests

- At the moment we are not accepting pull requests containing icons
- Submit all pull requests against the appropriate `*-wip` branch for easier merging
- Any changes to the docs must be made to the Liquid templates in the `src` directory
- Any changes to the styles must be made to the .less and .scss files in the `src` directory
- If modifying the .less and .scss files, always recompile and commit the compiled files
- Try not to pollute your pull request with unintended changes--keep them simple and small
- Try to share which browsers your code has been tested in before submitting a pull request

Coding standards: HTML

- Two spaces for indentation, never tabs
- Double quotes only, never single quotes
- Always use proper indentation
- Use tags and elements appropriate for an HTML5 doctype (e.g., self-closing tags)

Coding standards: CSS

- Adhere to the [Recess CSS property order](http://markdotto.com/2011/11/29/css-property-order/)
- Multiple-line
 approach (one property and value per line)
- Always a space after a property's colon (.e.g, `display: block;` and not `display:block;`)
- End all lines with a semi-colon
- For multiple, comma-separated selectors, place each selector on it's own line
- Attribute selectors, like `input[type="text"]` should always wrap the attribute's value in double quotes, for consistency and safety (see this [blog post on unquoted attribute values](http://mathiasbynens.be/notes/unquoted-attribute-values) that can lead to XSS attacks)

License

By contributing your code, you agree to license your contribution under the terms of the MIT License:
- http://opensource.org/licenses/mit-license.html

Thanks

Thanks to Bootstrap for their wonderful CONTRIBUTING.MD doc. It was modified to create this one.

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/CONTRIBUTING.md
No license file was found, but licenses were detected in source scan.

/*!
* zeroclipboard
* The Zero Clipboard library provides an easy way to copy text to the clipboard using an invisible Adobe Flash movie, and a JavaScript interface.
* Copyright 2012 Jon Rohan, James M. Greene, .
* Released under the MIT license
* http://jonrohan.github.com/ZeroClipboard/
* v1.1.7
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/ZeroClipboard-1.1.7.min.js
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/js/ZeroClipboard-1.1.7.min.js
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/*!
* Font Awesome 4.2.0 by @davegandy - http://fontawesome.io - @fontawesome

* License - http://fontawesome.io/license (Font: SIL OFL 1.1, CSS: MIT License)
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/css/font-awesome.css
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/scss/font-awesome.scss
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/less/font-awesome.less
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/css/font-awesome.min.css
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*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/bootstrap-2.3.1.min.js
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/js/bootstrap-222.min.js
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/js/bootstrap-2.3.1.min.js
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#[Font Awesome v{{ site.fontawesome.version }}]({{ site.fontawesome.url }})
###The iconic font and CSS framework

Font Awesome is a full suite of {{ icons | size }} pictographic icons for easy scalable vector graphics on websites, created and maintained by [{{ site.fontawesome.author.name }}](http://twitter.com/{{ site.fontawesome.author.twitter }}).
Stay up to date [@{{ site.fontawesome.twitter }}](http://twitter.com/{{ site.fontawesome.twitter }}).

Get started at {{ site.fontawesome.url }}!

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##Changelog
- v3.0.0 - all icons redesigned from scratch, optimized for Bootstrap's 14px default
- v3.0.1 - much improved rendering in webkit, various bug fixes
- v3.0.2 - much improved rendering and alignment in IE7
- v3.1.0 - Added 54 icons, icon stacking styles, flipping and rotating icons, removed SASS support
- [v3.1.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=4&page=1&state=closed)
- [v3.2.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=3&page=1&state=closed)
- [v3.2.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=5&page=1&state=closed)
- [v4.0.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=2&page=1&state=closed)
- [v4.0.1 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=7&page=1&state=closed)
- [v4.0.2
 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=8&page=1&state=closed)
- [v4.0.3 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=9&page=1&state=closed)
- [v4.1.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=6&page=1&state=closed)
- [v4.2.0 GitHub milestones](https://github.com/FortAwesome/Font-Awesome/issues?milestone=12&page=1&state=closed)

Contributing

Please read through our [contributing guidelines](https://github.com/FortAwesome/Font-Awesome/blob/master/CONTRIBUTING.md).
Included are directions for opening issues, coding standards, and notes on development.

##Versioning

Font Awesome will be maintained under the Semantic Versioning guidelines as much as possible. Releases will be numbered
with the following format:

`<major>.<minor>.<patch>`

And constructed with the following guidelines:

* Breaking backward compatibility bumps the major (and resets the minor and patch)
*
 New additions, including new icons, without breaking backward compatibility bumps the minor (and resets the patch)

* Bug fixes and misc changes bumps the patch

For more information on SemVer, please visit http://semver.org.

##Author
- Email: {{ site.fontawesome.author.email }}
- Twitter: http://twitter.com/{{ site.fontawesome.author.twitter }}
- GitHub: https://github.com/{{ site.fontawesome.author.github }}

##Component
To include as a [component](http://github.com/component/component), just run

```
$ component install FortAwesome/Font-Awesome
```

Or add

```
"FortAwesome/Font-Awesome": "*"
```

to the `dependencies` in your `component.json`.

Hacking on Font Awesome

From the root of the repository, install the tools used to develop.

```
$ bundle install
$ npm install
```

Build the project and documentation:

```
$ bundle exec jekyll build
```

Or serve it on a local server on http://localhost:7998/Font-Awesome/:

```
$ bundle exec jekyll serve
```

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/README.md-nobuild
No license file was found, but licenses were detected in source scan.

license:
version: MIT License

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/_config.yml
No license file was found, but licenses were detected in source scan.

```
layout: base
title: Font Awesome License
navbar_active: license
relative_path: ../
---
{% capture jumbotron_h1 %}<i class="fa fa-gavel"></i>  License{% endcapture %}
{% capture jumbotron_p %}The full details of how Font Awesome is licensed{% endcapture %}

{% include jumbotron.html %}
{% include stripe-social.html %}

<div class="container">
 {% capture stripe_ad_content %}
 <p class="lead">
  Font Awesome is fully open source and is GPL friendly. You can use it for commercial projects, open source
  projects, or really just about whatever you want.
 </p>
 {% endcapture %}
 {% include stripe-ad.html %}

 <section>
  <div class="alert alert-success">
   <ul class="fa-ul margin-bottom-none">
    <li>
     <i class="fa-li fa fa-info-circle fa-lg"></i>Attribution is no longer required as of Font Awesome 3.0 but is
much appreciated:
      "Font Awesome by Dave Gandy - http://fontawesome.io".
     </li>
   </ul>
  </div>
 </section>

 <section>
  <h2 class="page-header">Font License</h2>
  <ul>
   <li>
    Applies to all desktop and webfont files in the following directory:
    <code>font-awesome/fonts/</code>.
   </li>
   <li>License: {{ site.fontawesome.license.font.version }}</li>
   <li>URL: <a href="{{ site.fontawesome.license.font.url }}">{{ site.fontawesome.license.font.url }}</a></li>
  </ul>
 </section>

 <section>
  <h2 class="page-header">Code License</h2>
  <ul>
   <li>
```

Applies to all CSS and LESS files in the following directories:
<code>font-awesome/css/</code>,
<code>font-awesome/less/</code>, and
<code>font-awesome/scss/</code>.

License: {{ site.fontawesome.license.code.version }}
URL: {{ site.fontawesome.license.code.url }}

</section>

<section>
<h2 class="page-header">Documentation
License</h2>

Applies to all Font Awesome project files that are not a part of the Font or Code licenses.
License: {{ site.fontawesome.license.documentation.version }}
URL: {{
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</section>

<section>
<h2 class="page-header">Brand Icons</h2>
{% include brand-license.html %}
</section>

Found in path(s):
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*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/bootstrap-3.1.1.min.js
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Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/underscore.min.js
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/3.2.1/assets/js/underscore.min.js
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/*! normalize.css v3.0.1 | MIT License | git.io/normalize */

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/less/bootstrap-3.2.0/normalize.less
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/*!
* jQuery JavaScript Library v1.10.2
* http://jquery.com/
*
* Includes Sizzle.js
* http://sizzlejs.com/
*
* Copyright 2005, 2013 jQuery Foundation, Inc. and other contributors
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* http://jquery.org/license
*
* Date: 2013-07-03T13:48Z
*/

Found in path(s):
* /fortawesome-font-awesome-v4-2-0-0-ga65bd93-tar-gz/FortAwesome-Font-Awesome-0b92414/src/assets/js/jquery-1.10.2.js

1.1495 react-dom 16.14.0

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1.1497 pretty-format 25.5.0

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1.1507 gridstack 0.4.0

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1.1508 error_prone_annotations 2.10.0

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Found in path(s):
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/NoAllocation.java
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Found in path(s):
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/InlineMeValidationDisabled.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/InlineMe.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Modifier.java
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* /error-prone-annotations-2-10-0-sources-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml
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Found in path(s):
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
*
 /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/Immutable.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/ForOverride.java
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Found in path(s):
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/MustBeClosed.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CompatibleWith.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/DoNotMock.java
*
/error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/FormatString.java
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* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/DoNotCall.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java
* /error-prone-annotations-2-10-0-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
*
/error-prone-annotations-2-10-0-sources-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java

1.1509 bouncycastle-fips 1.0.2.3

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*/

1.1510 jackson-annotations 2.11.4

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1.1511 react-from-facebook 15.5.4

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*
*/

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1.1512 jackson-annotations 2.10.3

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1.1513 react-router-dom 4.1.1

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1.1514 toml4j 0.7.1

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<artifactId>toml4j</artifactId>

<version>0.7.1</version>
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  <name>The MIT License</name>
  <url>http://www.opensource.org/licenses/mit-license.php</url>
  <distribution>repo</distribution>
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</licenses>
<scm>
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</distributionManagement>
<developers>
 <developer>
  <id>moandji.ezana</id>
  <name>Moandji Ezana</name>
  <email>mwanji@gmail.com</email>
 </developer>
</developers>
<inceptionYear>2013</inceptionYear>

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   </dependency>
   <dependency>
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     <artifactId>gson</artifactId>
    <version>2.3.1</version>
   </dependency>
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      </profile>
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Found in path(s):
* /toml4j-0-7-1-jar/META-INF/maven/com.moandjiezana.toml/toml4j/pom.xml

1.1515 backbone-js-framework 2012

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```
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Backbone Poller 0.2.8
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*/
```

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1.1516 jackson-datatype-jdk8 2.13.2

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1.1517 jackson-annotations 2.13.2

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1.1519 jackson-dataformat-yaml 2.13.2

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1.1520 jcl-over-slf4j 1.7.36

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1.1521 jackson-dataformat-cbor 2.13.2

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1.1531 zlib 1.2.12

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* zlib.h -- interface of the 'zlib' general purpose compression library
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Jackson JSON processor

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

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

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1.1533 logback-core 1.2.11

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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/BigIntegerMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Hasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/net/HostAndPort.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java

* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Queues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Partially.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAdder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java

* /guava-31-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Striped64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Striped.java
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Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/base/NullnessCasts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullnessCasts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/NullnessCasts.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Count.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedIterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMultiset.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/DoublesMethodsForWeb.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumBiMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultiset.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeMultimap.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingObject.java

* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompoundOrdering.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingCollection.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ComputationException.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CompactHashing.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/IncidentEdgeSet.java

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* /guava-31-1-jre-sources-1-jar/com/google/common/base/Verify.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeVisitor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Runnables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/HashingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Utf8.java
* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Function.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/base/Throwables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closeables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Interners.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscribe.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/DirectExecutor.java

* /guava-31-1-jre-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Functions.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Resources.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Files.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Flushables.java
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/guava-31-1-jre-sources-1-jar/com/google/common/eventbus/EventBus.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Predicates.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/hash/LongAddables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/StandardSystemProperty.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ClassPath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*

/guava-31-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/package-info.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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*/

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/AppendableWriter.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Cut.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/CacheBuilder.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Splitter.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
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*/
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableEntry.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Serialization.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectPreconditions.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Tables.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/StandardTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Platform.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Range.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/net/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/math/ParametricNullness.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ParametricNullness.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ParametricNullness.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ForwardingSetMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/math/Quantiles.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java

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* /guava-31-1-jre-sources-1-jar/com/google/common/base/JdkPattern.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
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/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

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* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/ReaderInputStream.java
*
 /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/Java8Compatibility.java
* /guava-31-1-jre-sources-1-jar/com/google/common/hash/Java8Compatibility.java
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 /guava-31-1-jre-sources-1-jar/com/google/common/math/ToDoubleRounder.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/FluentIterable.java

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* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Ints.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-31-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-1-jre-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
*
/guava-31-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-1-jre-sources-1-jar/com/google/common/primitives/Floats.java
* /guava-31-1-jre-sources-1-jar/com/google/common/base/Converter.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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  */

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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java

*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
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* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/EndpointPair.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/CollectCollectors.java
*
/guava-31-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /guava-31-1-jre-sources-1-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /guava-31-1-jre-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
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1.1535 metrics-jmx 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jmx
Build-Jdk-Spec: 1.8
Bundle-Description: A set of classes which allow you to report metrics
 via JMX.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration with JMX
Bundle-SymbolicName: io.dropwizard.metrics.jmx
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jmx;uses:="com.codahale.metrics,j
avax.management";version="4.1.31"
Implementation-Title: Metrics Integration with JMX
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
;version="[4.1,5)",javax.management
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-jmx-4-1-31-jar/META-INF/MANIFEST.MF

1.1536 metrics 3.2.5

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* /metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsTimeSlot.java
* /metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsData.java
* /metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MultiMetricsCollector.java
*
 /metrics-3-2-5-sources-1-jar/com/tomtom/speedtools/metrics/MetricsCollector.java
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* /metrics-3-2-5-sources-1-jar/META-INF/maven/com.tomtom.speedtools/metrics/pom.xml

1.1537 visual-studio-runtime 14.10.25028.0

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1. Seti UI - A subtle dark colored UI theme for Atom. (https://github.com/jesseweed/seti-ui)

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54. textmate/yaml.tmbundle (https://github.com/textmate/yaml.tmbundle)
55. TypeScript-TmLanguage version 0.1.8 (https://github.com/Microsoft/TypeScript-TmLanguage)
56. vscode-swift version 0.0.1 (https://github.com/owensd/vscode-swift)

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1.1538 metrics-annotation 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.annotation
Build-Jdk-Spec: 1.8
Bundle-Description: A dependency-less package of just the annotations
used by other Metrics modules.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Annotations for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.annotation
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.annotation;version="4.1.31"
Implementation-Title: Annotations for Metrics
Implementation-Version: 4.1.31

Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-annotation-4-1-31-jar/META-INF/MANIFEST.MF

1.1539 metrics-health-checks 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.health
Build-Jdk-Spec: 1.8
Bundle-Description: An addition to Metrics which provides the ability
to run application-specific health checks, allowing you to che
ck your application's heath in production.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Health Checks
Bundle-SymbolicName: io.dropwizard.metrics.healthchecks
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.health;uses:="com.codahale.metric
s";version="4.1.31",com.codahale.metrics.health.jvm;uses:="com.codaha
le.metrics.health,com.codahale.metrics.jvm";version="4.1.31",com.coda
hale.metrics.health.annotation;version="4.1.31"
Implementation-Title: Metrics Health Checks
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.codahale.metrics
 ;version="[4.1,5)",com.codahale.metrics.health,com.codahale.metrics.h
ealth.annotation,com.codahale.metrics.jvm;version="[4.1,5)";resolutio
n:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-healthchecks-4-1-31-jar/META-INF/MANIFEST.MF

1.1540 struts 2.5.30

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*/
```

1.1541 metrics-httpasyncclient 3.2.5

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1.1542 jna 5.11.0

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1.1543 guava 31.0.1-android

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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ClosingFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Traverser.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/graph/BaseGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectCountHashMap.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ArrayTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComputationException.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComparisonChain.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DiscreteDomain.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingTable.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/CharEscaper.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeToken.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Futures.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/CaseFormat.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/AppendableWriter.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingNetwork.java
*
 /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Comparators.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EdgesConnecting.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableGraph.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphBuilder.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphConstants.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/EndpointPair.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/GraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MultiEdgesConnecting.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableValueGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/StandardMutableNetwork.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ElementOrder.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/AbstractGraph.java
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/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedInts.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalListeners.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hashing.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheStats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/MathPreconditions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/FutureCallback.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/DoubleMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Funnels.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Hasher.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashCode.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeParameter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/DoubleUtils.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/MediaType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalCause.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/Optional.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalListener.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/LongMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedLong.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Funnel.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Ticker.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedInteger.java
*
 /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Types.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/RemovalNotification.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/IntMath.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/BloomFilterStrategies.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Enums.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ForwardingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Cache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheLoader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HostAndPort.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularContiguousSet.java
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/guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LoadingCache.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/AbstractCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HttpHeaders.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashingOutputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/BoundType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/PrimitiveSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ParseRequest.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Queues.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractStreamingHasher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Absent.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Weigher.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractHasher.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Objects.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableSoftReference.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/io/LineReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Charsets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LineBuffer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicate.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteStreams.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Function.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Files.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/AbstractIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/DeadEvent.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/package-info.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReferenceQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Interners.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Predicates.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharStreams.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Suppliers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Supplier.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Primitives.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/EventBus.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/io/CountingOutputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Closeables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Defaults.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Flushables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Throwables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LittleEndianDataInputStream.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Functions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Resources.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/FinalizableReference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/package-info.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Preconditions.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LexicographicalOrdering.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingObject.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashMultiset.java
*

/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompoundOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapEntry.java
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/guava-31-0-1-android-sources-1-jar/com/google/common/collect/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Lists.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NaturalOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ReverseNaturalOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractListMultimap.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multisets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapDifference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/NullsLastOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Ordering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Sets.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingCollection.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Synchronized.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ReverseOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Multimaps.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ArrayListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingIterator.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ClassToInstanceMap.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/Iterators.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Maps.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Interner.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/BiMap.java
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*/
/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
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*/

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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMapDifference.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedSetMultimap.java
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 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RowSortedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingDeque.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EvictingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredEntryMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractNavigableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeTraverser.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashSet.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactHashMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEnumMap.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingImmutableList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Count.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RangeSet.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/GeneralRange.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedIterable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/ElementTypesAreNonnullByDefault.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/html/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/html/ParametricNullness.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/net/ParametricNullness.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/xml/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/ParametricNullness.java
* /guava-31-0-1-android-sources-1-
jar/com/google/common/util/concurrent/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ParametricNullness.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ElementTypesAreNonnullByDefault.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/ElementTypesAreNonnullByDefault.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ElementTypesAreNonnullByDefault.java
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  */

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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapMakerInternalMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/HostSpecifier.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeResolver.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/GwtCompatible.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/ReferenceEntry.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteProcessor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/html/HtmlEscapers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/UrlEscapers.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Cut.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Callables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/InternetDomainName.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/MapMaker.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Escapers.java

*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/DenseImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/CacheBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Service.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AbstractService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LocalCache.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/LineProcessor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/XmlEscapers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Splitter.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/primitives/SignedBytes.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/MacHashFunction.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Platform.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ReaderInputStream.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/CombinedFuture.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */

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* the License.
*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

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* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CommonPattern.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/JdkPattern.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CommonMatcher.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/io/BaseEncoding.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/StandardSystemProperty.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/CartesianList.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Closer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/PairedStats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/SipHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAddable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/xml/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/ClassPath.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSink.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/FileWriteMode.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Invokable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAddable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSource.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeToInstanceMap.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/math/LinearTransformation.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAddables.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/io/ByteSource.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/Stats.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAddables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/Parameter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/AbstractInvocationHandler.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/SortedLists.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Ascii.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ContiguousSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/annotations/Beta.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/package-info.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Equivalence.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/package-info.java
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/ImmutableSupplier.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/IndexedImmutableSet.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/io/Java8Compatibility.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Java8Compatibility.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/ToDoubleRounder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Java8Compatibility.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/MoreObjects.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/Subscriber.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Shorts.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Ints.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/net/InetAddresses.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Longs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/MultiReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Doubles.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Chars.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/net/PercentEscaper.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/internal/Finalizer.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/CharMatcher.java
* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Joiner.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/escape/Escaper.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/base/Converter.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Booleans.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Stopwatch.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FluentIterable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/Bytes.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/FileBackedOutputStream.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/Striped64.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/LongAdder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/LongAdder.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/AtomicDoubleArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/cache/Striped64.java

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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableDoubleArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableIntArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/AbstractHashFunction.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/ForwardingCondition.java
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/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */

Found in path(s):
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ObjectArrays.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Graph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Network.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/Graphs.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TopKSelector.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/MutableNetwork.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableGraph.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/graph/ImmutableNetwork.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Tables.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/StandardRowSortedTable.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Collections2.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Platform.java

* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Table.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Range.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/PeekingIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableCollection.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/HashBasedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/Serialization.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/StandardTable.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableEntry.java
* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/TreeBasedTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableMap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/EmptyImmutableListMultimap.java
*
/guava-31-0-1-android-sources-1-jar/com/google/common/collect/CollectPreconditions.java
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* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/reflect/TypeVisitor.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/hash/HashingInputStream.java
*
 /guava-31-0-1-android-sources-1-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/io/CharSequenceReader.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Utf8.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/AbstractTable.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/VerifyException.java
* /guava-31-0-1-android-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/base/Verify.java
* /guava-31-0-1-android-sources-1-jar/com/google/common/collect/FilteredMultimapValues.java
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*/
/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
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*/
```

Found in path(s):
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
```

* version.
*/

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1.1544 metrics-json 4.1.31

1.1544.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.json
Build-Jdk-Spec: 1.8
Bundle-Description: A set of Jackson modules which provide serializers
 for most Metrics classes.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Jackson Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.json
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.json;uses:="com.codahale.metrics,
com.fasterxml.jackson.core,com.fasterxml.jackson.databind";version="4
.1.31"
Implementation-Title: Jackson Integration for Metrics
Implementation-Version: 4.1.31
Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.me

trics.health;version="[4.1,5)";resolution:=optional,com.fasterxml.jac
kson.core;version="[2.9,3)",com.fasterxml.jackson.databind;version="[
2.9,3)",com.fasterxml.jackson.databind.module;version="[2.9,3)",com.f
asterxml.jackson.databind.ser;version="[2.9,3)",com.fasterxml.jackson
.databind.ser.std;version="[2.9,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-json-4-1-31-jar/META-INF/MANIFEST.MF

1.1545 xml-apis 1.4.01

1.1545.1 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:
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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:
  http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/level-one-html.html

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
xml-commons/java/external/README.sax.txt $Id: README.sax.txt 225954 2002-01-31 23:26:48Z curcuru $

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  xml-commons/java/external/xdocs/sax
    and all subdirectories

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1.1546 kotlin 1.6.20

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Found in path(s):
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Nothing.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Throwable.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/CharSequence.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Iterator.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KDeclarationContainer.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Comparable.kt
*
 /kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KParameter.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Any.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/annotation/Annotations.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Number.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Function.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Char.kt
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* /kotlin-stdlib-1-6-20-sources-jar/kotlin/Library.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/reflect/KVisibility.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/ArrayIntrinsics.kt
* /kotlin-stdlib-1-6-20-sources-jar/kotlin/internal/InternalAnnotations.kt

1.1547 logback-access 1.2.11

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1.1548 metrics-jetty 4.1.31

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Manifest-Version: 1.0

Automatic-Module-Name: com.codahale.metrics.jetty9
Build-Jdk-Spec: 1.8
Bundle-Description: A set of extensions for Jetty 9.3 and higher which
 provide instrumentation of thread pools, connector metrics, a
nd application latency and utilization.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jetty 9.3 and higher
Bundle-SymbolicName: io.dropwizard.metrics.jetty9
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metric
s,javax.servlet,javax.servlet.http,org.eclipse.jetty.io,org.eclipse.j
etty.server,org.eclipse.jetty.server.handler,org.eclipse.jetty.util.a
nnotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.thr
ead";version="4.1.31"
Implementation-Title: Metrics Integration for Jetty 9.3 and higher
Implementation-Version:
 4.1.31
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.ht
tp;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",org
.eclipse.jetty.http;version="[9.4,10)",org.eclipse.jetty.io;version="
[9.4,10)",org.eclipse.jetty.server;version="[9.4,10)",org.eclipse.jet
ty.server.handler;version="[9.4,10)",org.eclipse.jetty.util.annotatio
n;version="[9.4,10)",org.eclipse.jetty.util.component;version="[9.4,1
0)",org.eclipse.jetty.util.thread;version="[9.4,10)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-jetty9-4-1-31-jar/META-INF/MANIFEST.MF

1.1549 metrics-servlets 4.1.31

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

Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.servlets;uses:="com.codahale.metr
ics,com.codahale.metrics.health,com.fasterxml.jackson.databind,javax.
servlet,javax.servlet.http";version="4.1.31"
Implementation-Title: Metrics Utility Servlets
Implementation-Version: 4.1.31
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.ht
tp;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.1,5)",com
.codahale.metrics.health;version="[4.1,5)",com.codahale.metrics.json;
 version="[4.1,5)",com.codahale.metrics.jvm;version="[4.1,5)",com.fast
erxml.jackson.databind;version="[2.9,3)",com.fasterxml.jackson.databi
nd.util;version="[2.9,3)",com.papertrail.profiler;version="[1.1,2)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-servlets-4-1-31-jar/META-INF/MANIFEST.MF

1.1550 metrics-jvm 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jvm
Build-Jdk-Spec: 1.8
Bundle-Description: A set of classes which allow you to monitor critic
al aspects of your Java Virtual Machine using Metrics.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: JVM Integration for Metrics
Bundle-SymbolicName: io.dropwizard.metrics.jvm
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jvm;uses:="com.codahale.metrics,j
avax.management";version="4.1.31"
Implementation-Title: JVM Integration for Metrics
Implementation-Version: 4.1.31
Import-Package: org.slf4j;version="[1.6.0,2.0.0)",com.sun.management;r
esolution:=optional,com.codahale.metrics;version="[4.1,5)",javax.mana
gement
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

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in path(s):
* /metrics-jvm-4-1-31-jar/META-INF/MANIFEST.MF

1.1551 metrics-jersey2 4.1.31

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.jersey2
Build-Jdk-Spec: 1.8
Bundle-Description: A set of class providing Metrics integration for J
ersey, the reference JAX-RS implementation.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2
Bundle-Name: Metrics Integration for Jersey 2.x
Bundle-SymbolicName: io.dropwizard.metrics.jersey2
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.jersey2;uses:="com.codahale.metri
cs,javax.ws.rs.core,javax.ws.rs.ext,org.glassfish.jersey.server.model
,org.glassfish.jersey.server.monitoring";version="4.1.31"
Implementation-Title: Metrics Integration for Jersey 2.x
Implementation-Version: 4.1.31
Import-Package: com.codahale.metrics;version="[4.1,5)",com.codahale.me
trics.annotation;version="[4.1,5)",javax.ws.rs.core;version="[2.1,3)"
,javax.ws.rs.ext;version="[2.1,3)",org.glassfish.jersey.server;versio
n="[2.35,3)",org.glassfish.jersey.server.model;version="[2.35,3)",org
.glassfish.jersey.server.monitoring;version="[2.35,3)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /metrics-jersey2-4-1-31-jar/META-INF/MANIFEST.MF

1.1552 metrics-logback 4.1.31

1.1552.1 Available under license :

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Manifest-Version: 1.0
Automatic-Module-Name: com.codahale.metrics.logback
Build-Jdk-Spec: 1.8
Bundle-Description: An instrumented appender for Logback.
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0.html
Bundle-ManifestVersion: 2

Bundle-Name: Metrics Integration for Logback
Bundle-SymbolicName: io.dropwizard.metrics.logback
Bundle-Version: 4.1.31
Created-By: Apache Maven Bundle Plugin 5.1.4
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.cla
ssic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.1.31"
Implementation-Title: Metrics Integration for Logback
Implementation-Version: 4.1.31
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logbac
k.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)"
,com.codahale.metrics;version="[4.1,5)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103

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 in path(s):
* /metrics-logback-4-1-31-jar/META-INF/MANIFEST.MF

1.1553 dropwizard-lifecycle 2.0.29

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1.1554 drop-wizard-metrics 2.0.29

1.1554.1 Available under license :

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1.1555 dropwizard-util 2.0.29

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1.1557 dropwizard-jackson 2.0.29

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1.1559 bluebird-js 3.7.2

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1.1560 stateless4j 2.5.0

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* /stateless4j-2-5-0-sources-7-jar/com/github/oxo42/stateless4j/delegates/FuncBoolean.java
* /stateless4j-2-5-0-sources-7-jar/com/github/oxo42/stateless4j/OutVar.java

1.1561 servlet-api 3.1.0

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1.1565 node-cookie-parser v0.4.0

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1.1567 supports-hyperlinks 2.2.0

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1.1568 gson 2.8.9

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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonSyntaxException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/Streams.java

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* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonReader.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/MalformedJsonException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonScope.java
* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonToken.java

* /gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonWriter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LinkedHashTreeMap.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LinkedTreeMap.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/ToNumberPolicy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/ToNumberStrategy.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonStreamParser.java
* /gson-2-8-9-sources-2-jar/com/google/gson/LongSerializationPolicy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldAttributes.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonParser.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DateTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/ConstructorConstructor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/internal/UnsafeAllocator.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/LazilyParsedNumber.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonElement.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/JsonArray.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/SerializedName.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/Excluder.java
* /gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/$Gson$Preconditions.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonParseException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/ObjectConstructor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/Gson.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonIOException.java
* /gson-2-8-9-sources-2-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializer.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Expose.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/Primitives.java
* /gson-2-8-9-sources-2-jar/com/google/gson/GsonBuilder.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializer.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Since.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonPrimitive.java
* /gson-2-8-9-sources-2-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-8-9-sources-2-jar/com/google/gson/annotations/Until.java
* /gson-2-8-9-sources-2-jar/com/google/gson/InstanceCreator.java
* /gson-2-8-9-sources-2-jar/com/google/gson/JsonNull.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
*
 /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/TypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/TypeAdapter.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java
* /gson-2-8-9-sources-2-jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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1.1569 simpleclient 0.15.0

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Manifest-Version: 1.0

Bnd-LastModified: 1644098851622
Build-Jdk: 11.0.13
Built-By: fabian
Bundle-Description: Core instrumentation library for the simpleclient.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient
Bundle-SymbolicName: io.prometheus.simpleclient
Bundle-Version: 0.15.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client;uses:="io.prometheus.client.exempla
rs";version="0.15.0",io.prometheus.client.exemplars;uses:="io.prometheu
s.client.exemplars.tracer.common";version="0.15.0"
Import-Package: io.prometheus.client.exemplars.tracer.common;version="[0
.15,1)",io.prometheus.client.exemplars.tracer.otel;version="[0.15,1)",i
o.prometheus.client.exemplars.tracer.otel_agent;version="[0.15,1)"
Tool: Bnd-2.1.0.20130426-122213

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1.1570 simpleclient-common 0.15.0

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Manifest-Version: 1.0
Bnd-LastModified: 1644098861383
Build-Jdk: 11.0.13
Built-By: fabian
Bundle-Description: Common code used by various modules of the Simplecli
ent.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient Common

Bundle-SymbolicName: io.prometheus.simpleclient_common
Bundle-Version: 0.15.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client.exporter.common;uses:="io.prometheu
s.client";version="0.15.0"
Import-Package: io.prometheus.client;version="[0.15,1)",io.prometheus.cl
ient.exemplars;version="[0.15,1)"
Tool: Bnd-2.1.0.20130426-122213

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1.1571 fast-infoset 1.2.15

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```
# - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
```

```
# EasyBeans
# Copyright (C) 2007 Bull S.A.S.
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#
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#
# - - - - - - - - - - - - - - - - - -
 - - - - - - - - - - - - - - - - - - - -
# - $Id: ow2-bundles-externals-bouncycastle.bnd 2159 2007-12-11 13:34:15Z fornacif $
# - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -

Export-Package org.bouncycastle.*

Private-Package !*
```

Found in path(s):
* /ow2-bundles-externals-bouncycastle-1-0-5-sources-jar/META-INF/ow2-bundles-externals-bouncycastle.bnd

1.1573 jsr305 3.0.2

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* Official home: http://www.jcip.net
*/
```

Found in path(s):
* /jsr305-3-0-2-sources-8-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-8-jar/javax/annotation/concurrent/NotThreadSafe.java
* /jsr305-3-0-2-sources-8-jar/javax/annotation/concurrent/Immutable.java
* /jsr305-3-0-2-sources-8-jar/javax/annotation/concurrent/ThreadSafe.java

1.1574 simpleclient-servlet 0.15.0

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Manifest-Version: 1.0
Bnd-LastModified: 1644098926756
Build-Jdk: 11.0.13
Built-By: fabian
Bundle-Description: HTTP servlet exporter for the simpleclient.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Prometheus Java Simpleclient Servlet - Javax
Bundle-SymbolicName: io.prometheus.simpleclient_servlet
Bundle-Version: 0.15.0
Created-By: Apache Maven Bundle Plugin
Export-Package: io.prometheus.client;version="0.15.0";uses:="io.promethe
us.client.exemplars,io.prometheus.client.servlet.common.adapter,javax.s
ervlet,javax.servlet.http",io.prometheus.client.filter;uses:="javax.ser
vlet";version="0.15.0",io.prometheus.client.exporter;uses:="io.promethe
us.client,javax.servlet,javax.servlet.http";version="0.15.0"
Import-Package: io.prometheus.client.exemplars;version="[0.15,1)",io.pro
metheus.client.servlet.common.adapter;version="[0.15,1)",io.prometheus.
client.servlet.common.exporter;version="[0.15,1)",io.prometheus.client.
 servlet.common.filter;version="[0.15,1)",javax.servlet;version="[3.1,4)
",javax.servlet.http;version="[3.1,4)"
Tool: Bnd-2.1.0.20130426-122213

Found in path(s):
* /simpleclient-servlet-0-15-0-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /simpleclient-servlet-0-15-0-jar/META-INF/maven/io.prometheus/simpleclient_servlet/pom.xml

1.1575 free-type 2.12.1

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2006-Jan-27

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builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT
#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c

src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
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#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/ECDHCryptoProvider.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JWSVerificationKeySelector.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/DefaultJOSEProcessor.java
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 /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JOSEProcessorConfiguration.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JWSAlgorithmFamilyJWSKeySelector.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/JWKMatcher.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/ECDHEncrypter.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/Base64Codec.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/Ed25519Signer.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/X25519Decrypter.java

*
/nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/JWKSet.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/ECDH1PU.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/ECDH1PUX25519Decrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/ECDH1PUX25519Encrypter.java
*
/nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JSONSerializable.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/ECDH1PUCryptoProvider.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/mint/package-info.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/Pair.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/XC20P.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWSObjectJSON.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/ECDH1PUDecrypter.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/ConfigurableJWTProcessor.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JOSEProcessor.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWSSigner.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/BadJWTException.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/MACSigner.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/PasswordBasedDecrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/RemoteKeySourceException.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/KeyType.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/RSAKey.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JWEKeySelector.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/JWTParser.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/JWK.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/ThumbprintUtils.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jca/JWEJCAContext.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JOSEMatcher.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/ByteUtils.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/PayloadTransformer.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/AESDecrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/source/ImmutableJWKSet.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/JSONArrayUtils.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/KeyUse.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/AbstractJWKSelectorWithSource.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JOSEObjectType.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JOSEObjectJSON.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/JSONObjectUtils.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/RSADecrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/MACVerifier.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jca/JCAContext.java

* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/JWTClaimsSetVerifier.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/PlainJWT.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/Header.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWSVerifier.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/ConfigurableJOSEProcessor.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/RSAEncrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jca/JCAAware.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/JWKSelector.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/Payload.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/DefaultResourceRetriever.java
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/nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/JWTProcessor.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/SecurityContext.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/JWTProcessorConfiguration.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/CompressionAlgorithm.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/KeyLengthException.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/Base64.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/AlgorithmFamily.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/Algorithm.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/DateUtils.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/util/package-info.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/StandardCharset.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/source/package-info.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/KeyOperation.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWEAlgorithm.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWSAlgorithm.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/SignedJWT.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/ECDHDecrypter.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/CriticalHeaderParamsAware.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/SecretJWK.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/Resource.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/RestrictedResourceRetriever.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/IntegerUtils.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/jwk/source/ImmutableSecret.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWSProvider.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/SimpleSecurityContext.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/X509CertChainUtils.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/JWT.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/proc/JWSKeySelector.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/JWEEncrypter.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/AbstractRestrictedResourceRetriever.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/AAD.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/AESKW.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/LegacyConcatKDF.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/AlgorithmSupportMessage.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jwt/proc/JWTClaimsSetAwareJWSKeySelector.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/IllegalHeaderException.java
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* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/util/KeyUtils.java
* /nimbus-jose-jwt-9-23-sources-1-jar/com/nimbusds/jose/crypto/impl/package-info.java
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1.1577 okhttp 4.10.0

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* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/DoNotCall.java
*
 /error-prone-annotations-2-3-4-sources-11-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
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* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/CompatibleWith.java
*

/error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/DoNotMock.java
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* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/ForOverride.java
*
/error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/IncompatibleModifiers.java
* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/CompileTimeConstant.java
* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/RequiredModifiers.java
* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/Var.java
* /error-prone-annotations-2-3-4-sources-11-jar/com/google/errorprone/annotations/SuppressPackageLocation.java

1.1582 guava 30.0-jre

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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/JdkBackedImmutableMultiset.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/GraphBuilder.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/ForwardingGraph.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/graph/NetworkBuilder.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/StandardValueGraph.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/EdgesConnecting.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/MultiEdgesConnecting.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/DirectedNetworkConnections.java
*

/guava-30-0-jre-sources-3-jar/com/google/common/graph/MutableValueGraph.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/AbstractNetwork.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/EndpointPairIterator.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/NetworkConnections.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/GraphConstants.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/graph/MapIteratorCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/AbstractGraph.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/MoreCollectors.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CollectCollectors.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/ValueGraph.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /guava-30-0-jre-sources-3-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/StandardMutableGraph.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/ImmutableLongArray.java
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/guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractHashFunction.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TopKSelector.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/RecursiveDeleteOption.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/graph/ImmutableGraph.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/SuccessorsFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/ImmutableNetwork.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/PredecessorsFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/Network.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/InsecureRecursiveDeleteException.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSetMultimap.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/DiscreteDomain.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ComparisonChain.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableAsList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableTable.java
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/**
* Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
* {@code GwtIncompatible}. This is more accurate for {@link Futures#catching}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use {@code PartiallyGwtIncompatible} because then the GWT compiler
 wouldn't recognize
* it as a {@code GwtIncompatible} annotation. And for {@code Futures.catching}, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
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*/
/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
  * following header:
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* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Striped64.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/Striped64.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/LongAdder.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AtomicDoubleArray.java

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* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/VerifyException.java
*
 /guava-30-0-jre-sources-3-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Verify.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Utf8.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Runnables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CharSequenceReader.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/HashingInputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredMultimapValues.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
  * java.util.HashMap
 class.
  */
```

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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Striped.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/graph/BaseGraph.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ClosingFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/graph/Traverser.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/MathPreconditions.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Funnels.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CycleDetectingLockFactory.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/MediaType.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/LoadingCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Hasher.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheLoader.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Crc32cHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeRangeSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ExecutionError.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedLong.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Ticker.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalCause.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Murmur3_128HashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedInts.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/UncheckedExecutionException.java

* /guava-30-0-jre-sources-3-jar/com/google/common/collect/BoundType.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/Types.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/Cache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/HashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Present.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/ForwardingLoadingCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FutureCallback.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/hash/HashCode.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalNotification.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/DoubleUtils.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/ParseRequest.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/MessageDigestHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/HttpHeaders.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalListeners.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AsyncFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Hashing.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Uninterruptibles.java
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/guava-30-0-jre-sources-3-jar/com/google/common/cache/AbstractCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/Weigher.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Absent.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractHasher.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/DoubleMath.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Queues.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheStats.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/RemovalListener.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/HashingOutputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/HostAndPort.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeParameter.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedInteger.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/ForwardingCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/DescendingImmutableSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/BigIntegerMath.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/IntMath.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Optional.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/AbstractLoadingCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Enums.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/LongMath.java

* /guava-30-0-jre-sources-3-jar/com/google/common/hash/BloomFilter.java
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/guava-30-0-jre-sources-3-jar/com/google/common/hash/PrimitiveSink.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularContiguousSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/Funnel.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FunctionalEquivalence.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/PairwiseEquivalence.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/CacheBuilderSpec.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/BloomFilterStrategies.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular

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*/

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* /guava-30-0-jre-sources-3-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CombinedFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Platform.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/hash/MacHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/InterruptibleTask.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/base/Functions.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizableReferenceQueue.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/base/Defaults.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ExecutionList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizableReference.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/Files.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/EventBus.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/LineBuffer.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CountingOutputStream.java

* /guava-30-0-jre-sources-3-jar/com/google/common/base/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Throwables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CharStreams.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Objects.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/ByteStreams.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/io/Flushables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EnumMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Predicate.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/Subscribe.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/MultiInputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Primitives.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizableSoftReference.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Suppliers.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/package-info.java
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 /guava-30-0-jre-sources-3-jar/com/google/common/io/LineReader.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Interners.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CountingInputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/DeadEvent.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/Resources.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/AbstractIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Charsets.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/Closeables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Supplier.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Preconditions.java
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 /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Function.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/net/InetAddresses.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Chars.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Longs.java
*
 /guava-30-0-jre-sources-3-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Ints.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Converter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/PercentEscaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Stopwatch.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FluentIterable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/MultiReader.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Shorts.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/CharMatcher.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Doubles.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Bytes.java
*

/guava-30-0-jre-sources-3-jar/com/google/common/base/internal/Finalizer.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Floats.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/Escaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/Booleans.java
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*/
/**
* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
* version.
*/

Found in path(s):
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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Internal.java

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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/SubscriberRegistry.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/Dispatcher.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/base/MoreObjects.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /guava-30-0-jre-sources-3-jar/com/google/common/eventbus/Subscriber.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
* version.
*/

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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/IndexedImmutableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/BaseImmutableMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CollectPreconditions.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Serialization.java
*

/guava-30-0-jre-sources-3-jar/com/google/common/collect/Range.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/HashBasedTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableListMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeBasedTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableEntry.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/collect/PeekingIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Collections2.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Platform.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Tables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/UnmodifiableIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Table.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableCollection.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableMultiset.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/hash/SipHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/LinearTransformation.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeyMultimap.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/hash/LongAddables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/html/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/ChecksumHashFunction.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/Closer.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SmoothRateLimiter.java

* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/Element.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/Stats.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableRangeSet.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/math/PairedStats.java
* /guava-30-0-jre-sources-3-jar/com/google/common/hash/LongAddable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/LongAddables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/Parameter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/RateLimiter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CharSource.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/LongAddable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeToInstanceMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/CharSink.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/ByteSource.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CartesianList.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/io/ByteSink.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeCapture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/BaseEncoding.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/ClassPath.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/Invokable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/StandardSystemProperty.java
* /guava-30-0-jre-sources-3-jar/com/google/common/xml/package-info.java
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```
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
  * @deprecated <b>Pass a key of type {@code Comparable}
 to use {@link
  *     ImmutableSortedMap#of(Comparable, Object)}.</b>
  */
```

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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractNavigableMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TransformedListIterator.java
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 /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingImmutableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingBlockingDeque.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactLinkedHashSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactHashMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AllEqualOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingNavigableMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeRangeMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EvictingQueue.java

* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredKeyListMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CompactHashSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableEnumMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/DescendingMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeTraverser.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingImmutableMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedMultisetBridge.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingNavigableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RangeMap.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingDeque.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableAsList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingImmutableList.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CollectSpliterators.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableBiMapFauxverideShim.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableTable.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/xml/XmlEscapers.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/HostSpecifier.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/ArrayBasedCharEscaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Splitter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/cache/LocalCache.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/MapMakerInternalMap.java

* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Service.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/UrlEscapers.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/UnsignedBytes.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/Escapers.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractService.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/cache/ReferenceEntry.java
* /guava-30-0-jre-sources-3-jar/com/google/common/annotations/GwtCompatible.java
* /guava-30-0-jre-sources-3-jar/com/google/common/primitives/SignedBytes.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/ByteArrayDataInput.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SettableFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/annotations/GwtIncompatible.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/ByteArrayDataOutput.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/Platform.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/Platform.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/reflect/TypeResolver.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Cut.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/html/HtmlEscapers.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/MapMaker.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Callables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/net/InternetDomainName.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/LineProcessor.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SparseImmutableTable.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/DenseImmutableTable.java
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*/

```
/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ObjectArrays.java
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```

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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSortedSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingSortedMap.java
*
 /guava-30-0-jre-sources-3-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SingletonImmutableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/CompoundOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Sets.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/HashMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/NullsLastOrdering.java

* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Multimaps.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractMapEntry.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingList.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingObject.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Iterators.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingQueue.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/MutableClassToInstanceMap.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ReverseOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedSetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingConcurrentMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingSet.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/collect/NaturalOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ExplicitOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/UsingToStringOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Multisets.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Maps.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Interner.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ArrayListMultimap.java
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/guava-30-0-jre-sources-3-jar/com/google/common/collect/Lists.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Synchronized.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingListIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/HashMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingCollection.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Multimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SetMultimap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ListMultimap.java
*

/guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractBiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingIterator.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableList.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Iterables.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/LexicographicalOrdering.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/MapDifference.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/EnumBiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/package-info.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Multiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ClassToInstanceMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractListMultimap.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/collect/BiMap.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/TreeMultimap.java
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/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Atomics.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
*
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* /guava-30-0-jre-sources-3-jar/com/google/common/math/ToDoubleRounder.java
* /guava-30-0-jre-sources-3-jar/com/google/common/math/BigDecimalMath.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/Futures.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/annotations/VisibleForTesting.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/TimeLimiter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/AppendableWriter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/CharEscaperBuilder.java
* /guava-30-0-jre-sources-3-jar/com/google/common/escape/CharEscaper.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/TimeoutFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/AggregateFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/base/CaseFormat.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/CollectionFuture.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/io/PatternFilenameFilter.java
* /guava-30-0-jre-sources-3-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RangeSet.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/SortedIterables.java
*
/guava-30-0-jre-sources-3-jar/com/google/common/collect/ForwardingSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/ImmutableSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/RegularImmutableSortedMultiset.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/GeneralRange.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/Count.java
* /guava-30-0-jre-sources-3-jar/com/google/common/collect/AbstractRangeSet.java

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1.1584 netty-codec 4.1.78.Final

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 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/base64/Base64Encoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/Delimiters.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/ObjectDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/string/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/DecompressionException.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/base64/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ZlibEncoder.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DecoderResult.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolver.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/MessageToMessageCodec.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /netty-codec-4-1-78-final-sources-1-
jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/string/StringEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/CompressionException.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/ByteToMessageCodec.java
* /netty-codec-4-1-78-final-sources-1-
jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/base64/Base64Decoder.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DecoderException.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/CodecException.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/TooLongFrameException.java

* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingDecoder.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Snappy.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/string/StringDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/LengthFieldPrepender.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/ReplayingDecoder.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/ByteToMessageDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/ClassResolvers.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/MessageAggregator.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/bytes/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ZlibUtil.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* <a href="http://iharder.sourceforge.net/current/java/base64/">Robert
 Harder's Public Domain
* Base64 Encoder/Decoder</a>.
*/
```

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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/base64/Base64Dialect.java
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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message.  It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
 <p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
```

```
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
* <h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD".  By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field.  Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content
 |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>.  In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
 * </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
*     represents the length of the whole message</h3>
*
```

```
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples.  However, in some protocols, the
* length field represents the length of the whole message, including the
* message header.  In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>.  Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   =  0
* lengthFieldLength   =  2
* <b>lengthAdjustment</b>    = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip =  0
*
* BEFORE DECODE (14 bytes)         AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual
 Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example.  An extra
* header value is prepended to the message.  <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* <b>lengthFieldOffset</b>   = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b>   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                  AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body.  You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
```

```
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                 AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO,
 WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field</h3>
*
* This is a combination of all the examples above.  There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>.  We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame.  If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 +
 LEN)
*
* BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
* +------+--------+------+----------------+      +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+      +------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
*     strip the first header field and the length field, the length field
*     represents the length of the whole message</h3>
*
* Let's give another twist to the previous example.  The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
```

the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* lengthAdjustment   = -3 (= the length of HDR1 + LEN, negative)
* initialBytesToStrip = 3
*
* BEFORE DECODE (16 bytes)   AFTER DECODE (13 bytes)
* +------+--------+------+----------------+   +------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +------+--------+------+----------------+   +------+----------------+
* </pre>
* @see LengthFieldPrepender
*/

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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/LzfDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/json/package-info.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Crc32.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BitReader.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/MessageAggregationException.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BitWriter.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /netty-codec-4-1-78-final-sources-1-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DecoderResultProvider.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/FastLz.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DefaultHeadersImpl.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/DeflateOptions.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/GzipOptions.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Zstd.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ZstdConstants.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/Brotli.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/BrotliEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/CompressionOptions.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ZstdEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/BrotliOptions.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ZstdOptions.java
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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/HeadersUtils.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionState.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
*
 /netty-codec-4-1-78-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
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```
/**
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="https://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
 * The encoding and decoding algorithm in this class has been derived from
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* Base64 Encoder/Decoder</a>.
*/
```

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* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DateFormatter.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
*
 /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/string/LineEncoder.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/compression/CompressionUtil.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/CodecOutputList.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/string/LineSeparator.java
* /netty-codec-4-1-78-final-sources-1-jar/io/netty/handler/codec/DatagramPacketDecoder.java

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 /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/group/ChannelGroup.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:
*
* {@link
ChannelInboundHandler} to handle inbound I/O events, and
* {@link ChannelOutboundHandler} to handle outbound I/O operations.

```
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
* <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
* <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
*
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext}
* object.  A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object.  Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically,
 or store the information
* (using {@link AttributeKey}s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}&lt;Message&gt; {
*
*     <b>private boolean loggedIn;</b>
*
*     {@code @Override}
*     public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             <b>loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (<b>loggedIn</b>) {
*                 ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
```

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

```
*                fail();
*            }
*        }
*    }
*    ...
* }
* </pre>
* Now that the
 state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}&lt;{@link Channel}&gt; {
*
*    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*    {@code @Override}
*    public void initChannel({@link Channel} channel) {
*        channel.pipeline().addLast("handler", <b>SHARED</b>);
*    }
* }
* </pre>
*
*
* <h4>The {@code @Sharable} annotation</h4>
* <p>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a  pipeline,  and how to handle
* the operation in your application.
*/
```

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* /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/PendingBytesTracker.java
*
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* /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/internal/ChannelUtils.java
* /netty-transport-4-1-78-final-sources-1-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java

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http://www.cl.cam.ac.uk/~mr10/Bench/README

Please feel free to re-implement this benchmark in any language you
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Martin Richards
23 February 2007
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<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
```

```
 Include="../../NativeServer/CMakeLists.txt" />
   <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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http://zlib.net/zlib_license.html

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

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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1.1588 system-runtime 4.0.0.0

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Martin Richards
23 February 2007
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  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
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<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
```

```
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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

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Bit Twiddling Hacks

By Sean Eron Anderson
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http://www.cl.cam.ac.uk/~mr10/Bench/README

Please feel free to re-implement this benchmark in any language you
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Martin Richards
23 February 2007

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

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  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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

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Bit Twiddling Hacks

By Sean Eron Anderson
seander@cs.stanford.edu

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Additional
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File: PSReadLine
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https://github.com/lzybkr/PSReadLine

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File: Hashtables from ConvertFrom-json

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https://stackoverflow.com/questions/22002748/hashtables-from-convertfrom-json-have-different-type-from-powershells-built-in-h

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Additional
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File: PSReadLine
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https://github.com/lzybkr/PSReadLine

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File: Hashtables from ConvertFrom-json
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https://stackoverflow.com/questions/22002748/hashtables-from-convertfrom-json-have-different-type-from-powershells-built-in-h

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Martin Richards
23 February 2007
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<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
```

```
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
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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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Bit Twiddling Hacks

By Sean Eron Anderson
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Additional
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File: PSReadLine
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https://github.com/lzybkr/PSReadLine

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File: Hashtables from ConvertFrom-json
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https://stackoverflow.com/questions/22002748/hashtables-from-convertfrom-json-have-different-type-from-powershells-built-in-h

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Additional
-

File: PSReadLine
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https://github.com/lzybkr/PSReadLine

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File: Hashtables from ConvertFrom-json

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https://stackoverflow.com/questions/22002748/hashtables-from-convertfrom-json-have-different-type-from-powershells-built-in-h

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1.1597 newtonsoft-json 9.0.1

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*
*   Pretty print
*

```
*       vkbeautify.xml(text [,indent_pattern]);
*       vkbeautify.json(text [,indent_pattern]);
*       vkbeautify.css(text [,indent_pattern]);
*       vkbeautify.sql(text [,indent_pattern]);
*
*       @text - String; text to beatufy;
*       @indent_pattern - Integer | String;
*             Integer:  number of white spaces;
*             String:   character string to visualize indentation ( can also be a set of white spaces )
*   Minify
*
*       vkbeautify.xmlmin(text [,preserve_comments]);
*       vkbeautify.jsonmin(text);
*       vkbeautify.cssmin(text [,preserve_comments]);
*
        vkbeautify.sqlmin(text);
*
*       @text - String; text to minify;
*       @preserve_comments - Bool; [optional];
*             Set this flag to true to prevent removing comments from @text ( minxml and mincss functions only. )
*
*   Examples:
*       vkbeautify.xml(text); // pretty print XML
*       vkbeautify.json(text, 4 ); // pretty print JSON
*       vkbeautify.css(text, '. . . .'); // pretty print CSS
*       vkbeautify.sql(text, '----'); // pretty print SQL
*
*       vkbeautify.xmlmin(text, true);// minify XML, preserve comments
*       vkbeautify.jsonmin(text);// minify JSON
*       vkbeautify.cssmin(text);// minify CSS, remove comments ( default )
*       vkbeautify.sqlmin(text);// minify SQL
*
*/
```

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* /vkbeautify-js-zip/vkbeautify.js

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

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By Sean Eron Anderson
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1604 rxjs 4.1.0

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1.1605 fcgi 0.79-1

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1.1606 normalize 0.3.1

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1.1607 babel-plugin-array-includes 2.0.3

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1.1608 @babel/plugin-proposal-class-properties 7.18.6

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1.1609 acorn-jsx 4.1.1

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1.1610 mousetrap 1.6.5

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1.1611 postcss-import 13.0.0

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1.1612 colorette 2.0.15

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1.1614 electron-to-chromium 1.3.861

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1.1616 css-selector-parser 1.4.1

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1.1618 mini-css-extract-plugin 1.6.2

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1.1625 core-js-pure 3.18.2

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1.1626 hairballs 0.3.3

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1.1628 system-collections-nongeneric 4.0.0.0

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http://www.cl.cam.ac.uk/~mr10/Bench/README

Please feel free to re-implement this benchmark in any language you
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Martin Richards
23 February 2007
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new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",
  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
```

```
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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By Sean Eron Anderson
seander@cs.stanford.edu

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https://github.com/santoshsahoo/nbench (mirror of the same code)

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1.1629 system-componentmodel-composition-registration 4.0.0.0

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Please feel free to re-implement this benchmark in any language you
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Martin Richards
23 February 2007
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new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",
  new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
  new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
  new XElement("p", "This work may be freely copied and distributed worldwide.")
<Project Sdk="Microsoft.NET.Sdk">
 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
 </ItemGroup>
</Project>
```

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

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

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By Sean Eron Anderson
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1.1631 system-reflection-context 4.0.0.0

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1.1632 system-io-compression-zipfile 4.0.0.0

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Martin Richards
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 <PropertyGroup>
  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
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  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
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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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https://github.com/madler/zlib
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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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Bit Twiddling Hacks

By Sean Eron Anderson
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1.1634 zlib 1.2.11

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

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

The data format used by the zlib library is described by RFCs (Request for
Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950
(zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).
*/

1.1635 asyncio 0.0.0.0

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This file contains a list of people who have made large contributions
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Original Protocol Buffers design and implementation:
 Sanjay Ghemawat <sanjay@google.com>
 Jeff Dean <jeff@google.com>
 Daniel Dulitz <daniel@google.com>
 Craig Silverstein
 Paul Haahr <haahr@google.com>
 Corey Anderson <corin@google.com>
 (and many others)

Proto2 C++ and Java primary author:
 Kenton Varda <kenton@google.com>

Proto2 Python primary authors:
 Will Robinson <robinson@google.com>
 Petar Petrov <petar@google.com>

Java Nano primary authors:
 Brian Duff <bduff@google.com>
 Tom Chao <chaot@google.com>
 Max Cai <maxtroy@google.com>
 Ulas Kirazci <ulas@google.com>

Large code contributions:
 Jason Hsueh <jasonh@google.com>
 Joseph Schorr <jschorr@google.com>
 Wenbo Zhu <wenboz@google.com>

Large quantity of code reviews:
 Scott Bruce <sbruce@google.com>
 Frank Yellin
 Neal Norwitz <nnorwitz@google.com>
 Jeffrey Yasskin <jyasskin@google.com>
 Ambrose
 Feinstein <ambrose@google.com>

Documentation:
 Lisa Carey <lcarey@google.com>

Maven packaging:
 Gregory Kick <gak@google.com>

Patch contributors:
 Kevin Ko <kevin.s.ko@gmail.com>
   * Small patch to handle trailing slashes in --proto_path flag.
 Johan Euphrosine <proppy@aminche.com>

  * Small patch to fix Python CallMethod().
Ulrich Kunitz <kune@deine-taler.de>
  * Small optimizations to Python serialization.
Leandro Lucarella <llucax@gmail.com>
  * VI syntax highlighting tweaks.
  * Fix compiler to not make output executable.
Dilip Joseph <dilip.antony.joseph@gmail.com>
  * Heuristic detection of sub-messages when printing unknown fields in
    text format.
Brian Atkinson <nairb774@gmail.com>
  * Added @Override annotation to generated Java code where appropriate.
Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>
  * Tru64 support.
Monty Taylor <monty.taylor@gmail.com>
  * Solaris 10 + Sun Studio fixes.
Alek Storm <alek.storm@gmail.com>

  * Slicing support for repeated scalar fields for the Python API.
Oleg Smolsky <oleg.smolsky@gmail.com>
  * MS Visual Studio error format option.
  * Detect unordered_map in stl_hash.m4.
Brian Olson <brianolson@google.com>
  * gzip/zlib I/O support.
Michael Poole <mdpoole@troilus.org>
  * 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.
Will Pierce <willp@nuclei.com>
  * Small patch improving performance of in Python serialization.
Alexandre Vassalotti <alexandre@peadrop.com>
  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
Scott Stafford <scott.stafford@gmail.com>
  * 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().

Kacper Kowalik <xarthisius.kk@gmail.com>
 * Fixed m4/acx_pthread.m4 problem for some Linux distributions.
William Orr <will@worrbase.com>
 * Fixed detection of sched_yield on Solaris.
 * Added atomicops for Solaris
Andrew Paprocki <andrew@ishiboo.com>
 * Fixed minor IBM xlC compiler build issues
 * Added atomicops for AIX (POWER)
Nipunn Koorapati <nipunn1313@gmail.com>
 * Provide a type alias field ValueType
on EnumTypeWrapper
 * Match service argument names to abstract interface

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1.1645 dropwizard-request-logging 2.0.29

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* AIX (Advanced Interactive eXecutive) is a series of proprietary Unix
* operating systems developed and sold by IBM for several of its computer
* platforms.
*/

Found in path(s):
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixOperatingSystem.java
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/net/NetStat.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/NetSessionData.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/PhysicalDisk.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatNetInterface.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/ProcessWtsData.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/NetStat.java
*
 /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/OhmSensor.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/HkeyPerformanceDataUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatDisk.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32Bios.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/linux/ProcPath.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/Who.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/Who.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/ThreadInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32DiskDriveToDiskPartition.java
*

/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32Process.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/MemoryInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/ThreadPerformanceData.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/OhmHardware.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32DiskPartition.java
*
/oshi-core-6-1-6-sources-jar/oshi/driver/mac/Who.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/MSAcpiThermalZoneTemperature.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixNetworkParams.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/SessionWtsData.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/Lscfg.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/proc/ProcessStat.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/mac/MacInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32ComputerSystemProduct.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32LogicalDisk.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/Uptime.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/Who.java
*
/oshi-core-6-1-6-sources-jar/oshi/driver/windows/LogicalProcessorInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32Fan.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/PagingFile.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatConfig.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/SystemInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32BaseBoard.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32DiskDrive.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatCpu.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisNetworkIF.java
*
/oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32OperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32ComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/mac/MacOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/Who.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/ProcessorInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/HkeyUserData.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32Processor.java

* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/ProcessInformation.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixVirtualMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/disk/Fsstat.java
*
/oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/kstat/SystemPages.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/ProcessPerformanceData.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/freebsd/Who.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32ProcessCached.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32PhysicalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32VideoController.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/Win32LogicalDiskToPartition.java
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* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisSoundCard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacSoundCard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdSoundCard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsSoundCard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxSoundCard.java

* /oshi-core-6-1-6-sources-jar/oshi/util/platform/windows/PerfDataUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractSoundCard.java
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* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/HWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/FileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdOperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/util/EdidUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/mac/SysctlUtil.java
*
 /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/HWPartition.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/CentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSFileStore.java

* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/util/FileUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/Sensors.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractPowerSource.java
*
/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacPowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/mac/SystemB.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/Firmware.java
* /oshi-core-6-1-6-sources-jar/oshi/util/ParseUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/solaris/KstatUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisFileSystem.java
*
/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacDisplay.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractDisplay.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/mac/IOKit.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractOperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/HardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/PowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/UsbDevice.java
*
/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/NetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/ComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/PlatformEnum.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/SystemInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsDisplay.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxHardwareAbstractionLayer.java

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/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsOSSystemInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/util/Util.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsPowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/util/ExecutingCommand.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/mac/MacFileSystem.java
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* /oshi-core-6-1-6-sources-jar/oshi/util/FormatUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisPowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisComputerSystem.java
*
/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/GlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/mac/SmcUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/windows/PowrProf.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/Display.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdSensors.java
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/oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisOperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdPowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxOperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/Baseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/freebsd/BsdSysctlUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/windows/WmiUtil.java
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* /oshi-core-6-1-6-sources-jar/oshi/hardware/GraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/mac/MacOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/annotation/concurrent/ThreadSafe.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/proc/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/freebsd/disk/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/proc/UpTime.java
*
/oshi-core-6-1-6-sources-jar/oshi/util/tuples/Quintet.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/disk/Prtvtoc.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/kstat/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/registry/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixPowerSource.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/Lshw.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/Lspv.java
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/oshi-core-6-1-6-sources-jar/oshi/annotation/concurrent/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/disk/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/util/tuples/Pair.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/windows/WindowsOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/freebsd/disk/GeomDiskList.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/freebsd/ProcstatUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/freebsd/package-info.java
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* /oshi-core-6-1-6-sources-jar/oshi/software/os/mac/MacOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/Sysfs.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/net/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/Devicetree.java

* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/disk/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/Lssrad.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixSoundCard.java
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/oshi-core-6-1-6-sources-jar/oshi/driver/unix/Xrandr.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/Lshal.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSSession.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/proc/CpuStat.java
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* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/freebsd/disk/Mount.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/perfstat/PerfstatProtocol.java
* /oshi-core-6-1-6-sources-jar/oshi/annotation/concurrent/NotThreadSafe.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/aix/AixOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/annotation/concurrent/GuardedBy.java
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/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/freebsd/FreeBsdGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/freebsd/FreeBsdOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/InternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/solaris/SolarisInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/linux/proc/CpuInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/AixBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/perfmon/package-info.java
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* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/aix/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/disk/Iostat.java
* /oshi-core-6-1-6-sources-jar/oshi/util/tuples/Quartet.java
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/oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/disk/Lshal.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractGraphicsCard.java
* /oshi-core-6-1-6-sources-jar/oshi/util/tuples/Triplet.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/ThreadInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/common/AbstractOSProcess.java
* /oshi-core-6-1-6-sources-jar/oshi/util/tuples/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/linux/LinuxInternetProtocolStats.java

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* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractVirtualMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/solaris/SolarisVirtualMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSService.java
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* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/mac/SystemConfiguration.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/openbsd/FstatUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/linux/LinuxLogicalVolumeGroup.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/unix/FreeBsdLibc.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/aix/PsInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/windows/WindowsLogicalVolumeGroup.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/openbsd/OpenBsdSysctlUtil.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdOSProcess.java
*
/oshi-core-6-1-6-sources-jar/oshi/driver/windows/wmi/MSFTStorage.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/unix/SolarisLibc.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdCentralProcessor.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/mac/CoreGraphics.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/DeviceTree.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/unix/OpenBsdLibc.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/mac/WindowInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdGlobalMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/solaris/PsInfo.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/OSDesktopWindow.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/mac/CFUtil.java
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* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdSoundCard.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdOSThread.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/windows/EnumWindows.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/openbsd/disk/Disklabel.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdUsbDevice.java
* /oshi-core-6-1-6-sources-jar/oshi/jna/platform/windows/NtDll.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/Xwininfo.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/LogicalVolumeGroup.java
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/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/UnixBaseboard.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdSensors.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/UnixDisplay.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdFirmware.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdComputerSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdOperatingSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdInternetProtocolStats.java
* /oshi-core-6-1-6-sources-jar/oshi/driver/unix/openbsd/disk/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/common/AbstractLogicalVolumeGroup.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdOSFileStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdPowerSource.java
*
/oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdVirtualMemory.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdFileSystem.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdHardwareAbstractionLayer.java
* /oshi-core-6-1-6-sources-jar/oshi/software/os/unix/openbsd/OpenBsdNetworkParams.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/mac/MacLogicalVolumeGroup.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdHWDiskStore.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/BsdNetworkIF.java
* /oshi-core-6-1-6-sources-jar/oshi/util/platform/unix/openbsd/package-info.java
* /oshi-core-6-1-6-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdGraphicsCard.java

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1.1649 simpleclient-dropwizard 0.15.0

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1.1650 dropwizard-jetty 2.0.29

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* /okio-3-0-0-sources-1-jar/jvmMain/okio/GzipSink.kt
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* /okio-3-0-0-sources-1-jar/jvmMain/okio/Timeout.kt
* /okio-3-0-0-sources-1-jar/jvmMain/okio/RealBufferedSink.kt
* /okio-3-0-0-sources-1-jar/commonMain/okio/SegmentPool.kt
* /okio-3-0-0-sources-1-jar/jvmMain/okio/DeflaterSink.kt
* /okio-3-0-0-sources-1-jar/jvmMain/okio/JvmOkio.kt
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* /okio-3-0-0-sources-1-jar/commonMain/okio/Options.kt
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* /okio-3-0-0-sources-1-jar/commonMain/okio/ExperimentalFileSystem.kt
*
 /okio-3-0-0-sources-1-jar/commonMain/okio/ForwardingFileSystem.kt
* /okio-3-0-0-sources-1-jar/commonMain/okio/HashingSource.kt
* /okio-3-0-0-sources-1-jar/commonMain/okio/FileSystem.kt
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* /okio-3-0-0-sources-1-jar/jvmMain/okio/JvmFileHandle.kt
* /okio-3-0-0-sources-1-jar/commonMain/okio/internal/-FileSystem.kt
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* /okio-3-0-0-sources-1-jar/jvmMain/okio/-JvmPlatform.kt
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1.1660 end-of-stream 1.4.4

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The Unicode Standard, Unicode Character Database, Version 10.0.0

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Harfbuzz v2.8

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xwd v1.0.7

xwd utility
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CUP Parser Generator for Java v 0.11b

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Ajay Joshi <jaj@google.com>
Balzs Dn <balazs.dan@gmail.com>
Bharat Mediratta <bharat@menalto.com>
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Gallium code src/gallium/ MIT

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

****

---
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Mesa 3-D
graphics library

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include/GL/wglxext.h :

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1.1666 param-case 3.0.4

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1.1667 pascal-case 3.1.2

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1.1668 jetty-util-ajax 9.4.48.v20220622

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

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

Oracle OpenJDK

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
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 org.apache.tomcat:tomcat-jasper-el
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1.1670 jetty-util 9.4.48.v20220622

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

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

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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module is selected.

* java.sun.security.ssl

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

OW2

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

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

Assorted

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

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

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

Oracle

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

The following artifacts are ASL2 licensed. Based on selected classes from
following Apache Tomcat jars, all ASL2
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org.mortbay.jasper:apache-jsp
 org.apache.tomcat:tomcat-jasper
 org.apache.tomcat:tomcat-juli
 org.apache.tomcat:tomcat-jsp-api
 org.apache.tomcat:tomcat-el-api
 org.apache.tomcat:tomcat-jasper-el
 org.apache.tomcat:tomcat-api
 org.apache.tomcat:tomcat-util-scan
 org.apache.tomcat:tomcat-util

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1674 jackson-databind 2.13.4

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1.1675 jackson-dataformat-yaml 2.13.4

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1.1676 cglib 3.3.0

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1.1677 snake-yaml 1.32

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Manifest-Version: 1.0
Automatic-Module-Name: org.yaml.snakeyaml
Bnd-LastModified: 1662999552851
Build-Jdk-Spec: 1.8
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: 1.32.0
Created-By: Apache Maven Bundle Plugin 5.1.8
Export-Package: org.yaml.snakeyaml;version="1.32",org.yaml.snakeyaml.c
omments;version="1.32",org.yaml.snakeyaml.composer;version="1.32",org
.yaml.snakeyaml.constructor;version="1.32",org.yaml.snakeyaml.emitter
;version="1.32",org.yaml.snakeyaml.env;version="1.32",org.yaml.snakey
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akeyaml.tokens;version="1.32",org.yaml.snakeyaml.util;version="1.32"
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ml.comments;version="[1.32,2)",org.yaml.snakeyaml.composer;version="[
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keyaml.nodes;version="[1.32,2)",org.yaml.snakeyaml.parser;version="[1

.32,2)",org.yaml.snakeyaml.reader;version="[1.32,2)",org.yaml.snakeya
ml.resolver;version="[1.32,2)",org.yaml.snakeyaml.scanner;version="[1
.32,2)",org.yaml.snakeyaml.serializer;version="[1.32,2)",org.yaml.sna
keyaml.tokens;version="[1.32,2)"
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.3.1.202206071316

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1.1678 @babel/eslint-parser 7.19.1

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1.1679 @nicolo-ribaudo/eslint-scope-5-internals 5.1.1-v1

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1.1680 jetty-servlets 9.4.48.v20220622

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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
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

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by
Unix systems for simple password protection. Copyright 1996 Aki Yoshida,
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1.1681 snake-yaml 1.31

1.1681.1 Available under license :

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Found in path(s):
* /snakeyaml-1-31-3-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml
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Manifest-Version: 1.0
Automatic-Module-Name: org.yaml.snakeyaml
Bnd-LastModified: 1661625605519
Build-Jdk: 1.8.0_301
Built-By: somov
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: 1.31.0
Created-By: Apache Maven Bundle Plugin
Export-Package: org.yaml.snakeyaml;version="1.31",org.yaml.snakeyaml.c
omments;version="1.31",org.yaml.snakeyaml.composer;version="1.31",org
.yaml.snakeyaml.constructor;version="1.31",org.yaml.snakeyaml.emitter
;version="1.31",org.yaml.snakeyaml.env;version="1.31",org.yaml.snakey
aml.error;version="1.31",org.yaml.snakeyaml.events;version="1.31",org
.yaml.snakeyaml.extensions.compactnotation;version="1.31",org.yaml.sn
akeyaml.introspector;version="1.31",org.yaml.snakeyaml.nodes;version=
"1.31",org.yaml.snakeyaml.parser;version="1.31",org.yaml.snakeyaml.re
 ader;version="1.31",org.yaml.snakeyaml.representer;version="1.31",org
.yaml.snakeyaml.resolver;version="1.31",org.yaml.snakeyaml.scanner;ve
rsion="1.31",org.yaml.snakeyaml.serializer;version="1.31",org.yaml.sn
akeyaml.tokens;version="1.31",org.yaml.snakeyaml.util;version="1.31"
Import-Package: org.yaml.snakeyaml;version="[1.31,2)",org.yaml.snakeya
ml.comments;version="[1.31,2)",org.yaml.snakeyaml.composer;version="[
1.31,2)",org.yaml.snakeyaml.emitter;version="[1.31,2)",org.yaml.snake

yaml.error;version="[1.31,2)",org.yaml.snakeyaml.events;version="[1.3
1,2)",org.yaml.snakeyaml.introspector;version="[1.31,2)",org.yaml.sna
keyaml.nodes;version="[1.31,2)",org.yaml.snakeyaml.parser;version="[1
.31,2)",org.yaml.snakeyaml.reader;version="[1.31,2)",org.yaml.snakeya
ml.resolver;version="[1.31,2)",org.yaml.snakeyaml.scanner;version="[1
.31,2)",org.yaml.snakeyaml.serializer;version="[1.31,2)",org.yaml.sna
keyaml.tokens;version="[1.31,2)"
Require-Capability:
 osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.5.0.201709291849

Found in path(s):
* /snakeyaml-1-31-3-jar/META-INF/MANIFEST.MF

1.1682 jetty 9.4.48.v20220622

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

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

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

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

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The following artifacts are licensed by the OW2 Foundation according to the
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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1683 apache-log4j 2.19.0

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* Contributors:
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*     Stephan Herrmann - Contributions for
*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 265744 - Enum switch should warn about missing default
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 381443
 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*       Bug 441208 - [1.8][null]SuppressWarnings("null") does not suppress / marked Unnecessary
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/IrritantSet.java
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* Contributors:
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*     Stephan Herrmann - Contribution for
*       bug 383368 - [compiler][null] syntactic null analysis for field references
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/NullLiteral.java
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*     Stephan Herrmann - Contribution for
*        Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*        Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*        Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ArrayTypeReference.java
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*         bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*         bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*         bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*         Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop
 with close in try/catch
**********************************************************************************/
```

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*     Stephan Herrmann - Contributions for
*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 358903 - Filter practically unimportant resource leak warnings
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
 *         bug 388281 - [compiler][null] inheritance of null annotations as an option
*         bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*         bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*         Bug
 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
```

```
*       Bug 426792 - [1.8][inference][impl] generify new type inference engine
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 431581 - Eclipse compiles what it should not
*       Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*       Bug 446442 - [1.8] merge null annotations from
 super methods
*       Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error
messages
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*     Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                         bug 386692 - Missing "unused" warning on "autowired" fields
*     Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*                         bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
*     Sebastian Zarnekow - Contributions
 for
*       bug 544921 - [performance] Poor performance with large source files
*******************************************************************************/

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* Contributors:
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*     Stephan Herrmann - Contribution for
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/SingleTypeReference.java
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*          bug 343713 - [compiler] bogus line number in constructor of inner class in 1.5 compliance
*          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor
*       bug 368546 - [compiler][resource] Avoid
 remaining false positives found when compiling the Eclipse SDK
*       bug 383690 - [compiler] location of error re uninitialized final field should be aligned
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*     Ulrich Grave <ulrich.grave@gmx.de> - Contributions
 for
*                          bug 386692 - Missing "unused" warning on "autowired" fields
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ConstructorDeclaration.java
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*   Bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)
*   Bug 388630 - @NonNull diagnostics at line 0
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 424727 - [compiler][null] NullPointerException
 in nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)
*   Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*   Keigo Imai - Contribution for bug 388903 - Cannot extend inner class as an anonymous class when it extends
the outer class
 *   Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
*   Bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
*   Bug 546084 - Using Junit 5s MethodSource leads to ClassCastException
**********/

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* Contributors:
*   wharley@bea.com - initial API and implementation
*   philippe.marschall@netcetera.ch - Fix for 338370
*   IBM Corporation - Fix for validating relative name
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/BatchFilerImpl.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/EclipseCompilerRequestor.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ByteConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRuleSet.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/DoubleConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/FloatConstant.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/CharConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/StringConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/BooleanConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/LongConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObject.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocArgumentExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ShortConstant.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/IntConstant.java
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*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ImportBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ASTVisitor.java

* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/JavadocTagConstants.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MissingTypeBinding.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/JavadocParser.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ImportReference.java
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*   Stephen Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 133125 - [compiler][null] need to report the null status of expressions and analyze them simultaneously
*   bug 292478 - Report potentially null across variable assignment
*   bug 324178 - [null] ConditionalExpression.nullStatus(..) doesn't take into account the analysis of condition itself
*   bug 354554 - [null] conditional with redundant condition
 yields weak error message
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 426078 - [1.8] VerifyError when conditional expression passed as an argument
*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 *   Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
*   Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*   Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
***/

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*   Bug 412149: [1.8][compiler] Emit repeated annotations into the designated container
***/

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*   bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 345305 - [compiler][null]
 Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*   bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*   Bug 446691 - [1.8][null][compiler] NullPointerException in SingleNameReference.analyseCode
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*        bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*        Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*        Bug 467032 - TYPE_USE Null Annotations: IllegalStateException with annotated arrays of Enum when accessed
via BinaryTypeBinding
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```

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 in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedReferenceBinding.java
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*         Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*          Bug 407191 - [1.8] Binary access support for type annotations
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*     Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*       Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*       Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com
 - Contributions for
*                Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*                Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
*                Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
*                Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*                Bug 415470 - [1.8][compiler] Type annotations on class declaration go vanishing
*                Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*                Bug 434556 - Broken class file generated for incorrect annotation usage
```

```
*                       Bug 442416
 - $deserializeLambda$ missing cases for nested lambdas
*     Stephan Herrmann - Contribution for
*       Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*     Olivier Tardieu tardieu@us.ibm.com - Contributions for
*       Bug 442416 - $deserializeLambda$ missing cases for nested lambdas
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*     Stephan Herrmann - Contributions for
*           bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*       Bug 415790
 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*******************************************************************************/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/WhileStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ForStatement.java
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*     Matt McCutchen - partial fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=122995
*     Karen Moore - fix for https://bugs.eclipse.org/bugs/show_bug.cgi?id=207411
*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*           bug 185682 - Increment/decrement operators mark local variables as read
*           bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365519 - editorial cleanup after
 bug 186342 and bug 365387
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 384870 - [compiler] @Deprecated annotation not detected if preceded by other annotation
```

```
*       bug 393719 - [compiler] inconsistent warnings on iteration variables
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 424742 - [1.8] NPE in LambdaExpression.isCompatibleWith
*       Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*       Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*       Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
*       Bug 426366
 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
*       Bug 427282 - [1.8][compiler] AIOOB (-1) at
org.eclipse.jdt.internal.compiler.ClassFile.traverse(ClassFile.java:6209)
*       Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
*       Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*       Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
*       Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
*       Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
*       Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*       Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*       Bug 446442 - [1.8] merge null annotations from super methods
*       Bug 437072 - [compiler][null] Null analysis emits
 possibly incorrect warning for new int[][] despite @NonNullByDefault
*     Jesper S Moller - Contributions for
*       bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*       bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
*     Till Brychcy - Contributions for
*               bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.
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*     Stephan Herrmann - Contribution for
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ModuleReferenceImpl.java
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*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
*   Stephan Herrmann - Contribution for
*   Bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
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*     Stephan Herrmann - Contributions for
*        Bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*        Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*        Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*     Keigo Imai - Contribution for  bug 388903 - Cannot extend inner class as an anonymous class when it
 extends the outer class
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredInitializer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MemberTypeBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/ProblemSeverities.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SuffixConstants.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SourceTypeCollisionException.java
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*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModuleStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUsesStatement.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfModule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExport.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ExportsStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredProvidesStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredTypeReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredExportsStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredPackageVisibilityStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModuleReference.java
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*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*   bug 358903 - Filter practically unimportant resource leak warnings
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure
 should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"

* Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
* Bug 427411 - [1.8][generics] JDT reports type mismatch when using method that returns generic type
* Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
* Bug 435962 - [RC2] StackOverFlowError when building
* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
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*     Jesper S Moller - Bug 392671
*         NPE with a method with explicit this and a following incomplete parameter
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*        bug 384380 - False positive on a "Potential null pointer access" after a continue
*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
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*     Perry James - nullStatus method improvement (165346)
*     Stephan Herrmann - Contribution for
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*******************************************************************************/
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*     Stephan Herrmann - Contributions for
*        bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 402993 - [null] Follow up
 of bug 401088: Missing warning about redundant null check
*        Bug 440282 - [resource] Resource leak detection false negative with empty finally block
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryNestedType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IGenericType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceField.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IGenericField.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceMethod.java
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*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        bug 388281 - [compiler][null] inheritance of null annotations as an option
*        bug 388795 - [compiler] detection of name clash depends on order of super interfaces
*        bug 388739 - [1.8][compiler] consider default methods when detecting whether
 a class needs to be declared abstract
*        bug 390883 - [1.8][compiler] Unable to override default method
*        bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
```

* bug 401246 - [1.8][compiler] abstract class method should now trump conflicting default methods
* bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
* bug 403867 - [1.8][compiler] Suspect error about duplicate default methods
* bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
* bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
* bug 409473 - [compiler] JDT cannot compile against JRE 1.8
* Bug 420080 - [1.8] Overridden Default method is reported as duplicated
* Bug 404690 - [1.8][compiler] revisit bridge generation after VM bug is fixed
* Bug 410325 - [1.7][compiler] Generified method override different between javac and eclipse compiler
* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
* Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
* Bug 440773 - [1.8][null]DefaultLocation.RETURN_TYPE erroneously affects method parameters in
@NonNullByDefault
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
* Bug 446442 - [1.8] merge null annotations from super methods
**********/

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* bug 349326 - [1.7] new warning for missing try-with-resources
* bug 186342 - [compiler][null] Using annotations for null checking
* bug 364890 - BinaryTypeBinding should use char constants from Util
* bug 365387 - [compiler][null] bug 186342: Issues to follow up post review and verification.
* bug 358903 - Filter practically unimportant resource leak warnings
* bug
365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
* bug 388800 - [1.8][compiler] detect default methods in class files
* bug 388281 - [compiler][null] inheritance of null annotations as an option
* bug 331649 - [compiler][null] consider null annotations for fields
* bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
* Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled

* Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
* Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
* Bug 392245 - [1.8][compiler][null] Define whether
/ how @NonNullByDefault applies to TYPE_USE locations
* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
* Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
* Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
* Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
* Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
* Bug 454182 - Internal compiler error when using
1.8 compliance for simple project
* Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
* Bug 447661 - [1.8][null] Incorrect 'expression needs unchecked conversion' warning
* Jesper Steen Moller - Contributions for
* Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing
* Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
* Sebastian Zarnekow - Contributions for
* bug 544921 - [performance] Poor performance with large source files
* Alexander Lehmann - Contributions for
* bug 566258 - Intermittent NPE in APT RoundDispatcher
**********/

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* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
* bug 383368 - [compiler][null] syntactic null analysis for field references
* bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking

```
*       Bug
 422796 - [compiler][null] boxed boolean reported as potentially null after null test in lazy disjunction
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/OR_OR_Expression.java
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*    IBM Corporation - fix for 342936
*    Kenneth Olson - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*    Dennis Hendriks - Contribution for bug 188796 - [jsr199] Using JSR199 to extend ECJ
*    Frits Jalvingh  - fix for bug 533830.
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*        bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 361407 - Resource leak warning when resource is assigned to a field outside of constructor
*        bug 370639 - [compiler][resource] restore the default for resource leak warnings
*        bug 388996 - [compiler][resource] Incorrect
```

'potential resource leak'
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler]
NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method
**********/

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* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 407191 - [1.8] Binary access support for type annotations
**********/

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*   Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*   Bug 473178
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```
*       bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 *       Bug 429403 - [1.8][null] null mismatch from type arguments is not reported at field initializer
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 458396 - NPE in CodeStream.invoke()
*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*       Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
**********************************************************************************/

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*     Genady Beriozkin - added support for reporting assignment with no effect
*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 292478 - Report potentially null across variable assignment
*         bug 335093 - [compiler][null] minimal hook for future null annotation support
*         bug 349326 - [1.7] new warning for missing
 try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 402993 - [null] Follow up of bug 401088: Missing
 warning about redundant null check
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
```

checking
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
**********/

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* bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code
* Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
* Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 405104 -
[1.8][compiler][codegen] Implement support for serializeable lambdas
**********/

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*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*       bug 292478 - Report potentially null across variable assignment,
*       bug 185682 - Increment/decrement operators mark local variables as read
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException:
 info cannot be null
*       Bug 458396 - NPE in CodeStream.invoke()
*       Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
*     Jesper S Moller - <jesper@selskabet.org>   - Contributions for
*           bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       bug 378674 - "The method can be declared as static" is wrong
*       bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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*     Stephan Herrmann - Contribution for
*       Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*       Bug 426676 - [1.8][compiler] Wrong generic method type inferred from lambda expression
*       Bug 426542 - [1.8] Most specific method not picked when one method has intersection type as type parameter
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*     Andy
 Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*     Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*                       Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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*     Stephan Herrmann - Contributions for
*        bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*        bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
 checking
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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
**********/

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*
* Contributors:
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*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
*******************************************************************************/
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*         bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         Bug 415850 - [1.8] Ensure RunJDTCoreTests
 can cope with null annotations enabled
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*         Bug 434600 - Incorrect null analysis error reporting on type parameters
*         Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
*         Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*         Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 437072 - [compiler][null] Null analysis
 emits possibly incorrect warning for new int[][] despite @NonNullByDefault
*         Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*         Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                         Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                         Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*                         Bug 415399 - [1.8][compiler] Type annotations on constructor results dropped by the code
generator
*       Jesper S Møller <jesper@selskabet.org> -  Contributions for
*                         bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*                         bug 529556 - [18.3] Add content assist support for 'var' as a type
*
*******************************************************************************/
```

Found

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileManager.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/StackMapFrameCodeStream.java
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 328281 - visibility leaks not detected when analyzing unused field in private class
*   bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocModuleReference.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/GenericXMLWriter.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/ManifestAnalyzer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/UnresolvedAnnotationBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ReferenceContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/DefaultErrorHandlingPolicies.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblemFactory.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Receiver.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/InsideSubRoutineFlowContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/JDTCompilerAdapter.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/CompilerStats.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IErrorHandlingPolicy.java
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*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*   Stephan Herrmann - Contribution for
*   bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 416182 - [1.8][compiler][null]
 Contradictory null annotations not rejected
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*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
**********/

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*   Bug 428811 - [1.8][compiler] Type witness unnecessarily required
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*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?

```
*       bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject into account
*       bug 382069 - [null] Make
 the null analysis consider JUnit's assertNotNull similarly to assertions
*       Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 425183 - [1.8][inference] make CaptureBinding18 safe
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*    Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*    Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen]
 Implement support for serializeable lambdas
*    Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                       bug 386692 - Missing "unused" warning on "autowired" fields
*    Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*                       bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
when using MethodSource
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/TypeConstants.java
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*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 458396 - NPE in CodeStream.invoke()
**********/

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*   BEA - Patch for bug 172743
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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 360328 - [compiler][null] detect null problems in nested code (local class inside a loop)
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365835 - [compiler][null] inconsistent error reporting.
 *   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*   bug 401030 - [1.8][null] Null analysis support for lambda
 methods.
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 417758 - [1.8][null] Null safety compromise during array creation.
*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Bug 430150 - [1.8][null] stricter checking against type variables
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Jesper S Moller - Contributions
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*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
*   Bug 422796 - [compiler][null] boxed boolean reported as potentially null after null test in lazy disjunction
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*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Stephan Herrmann - Contribution for
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType
*   Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression
*   Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*   Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*   Bug 427438 - [1.8][compiler] NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*   Bug 446442 - [1.8] merge null annotations from super methods
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
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*    IBM Corporation - fix for 342598
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*     Stephan Herrmann - Contributions for
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
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*   IBM Corporation - fix for 342598
*   IBM Corporation - Java 8 support
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 392384 - [1.8][compiler][null] Restore nullness
 info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
*   Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
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*   Jesper S Moller - Contributions for
*   bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*   Bug 384687 - [1.8] Wildcard type arguments should be rejected for lambda and reference
expressions
*   Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Stephan Herrmann - Contribution for
*   bug 402028 - [1.8][compiler] null analysis for reference
 expressions
*   bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super via I.super.m() syntax
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to
Files::walk
*   Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
*   Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*   Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method
*   Bug 427438
 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)

```
*       Bug 428264 - [1.8] method reference of generic class causes problems (wrong inference result or NPE)
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 426537 - [1.8][inference] Eclipse compiler thinks I<? super J> is compatible with I<J<?>> - raw type J
involved
*       Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*       Bug 435689 - [1.8][inference] Type inference not occurring with lambda expression and method reference
*       Bug 438383 - [1.8][null] Bogus warning: Null type safety at method return type
*       Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*       Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
*       Bug 438945 - [1.8] NullPointerException
 InferenceContext18.checkExpression in java 8 with generics, primitives, and overloading
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*       Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
*       Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*       Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*       Bug 470542 - NullPointerException in ReferenceExpression.isPotentiallyCompatibleWith (962)
*        Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contribution for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
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*     Stephan Herrmann - Contributions for
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*       bug 331649 - [compiler][null] consider null annotations for fields
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations
 after bug 392099
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location
```

```
*       Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*       Bug 469584 - ClassCastException in Annotation.detectStandardAnnotation (320)
*       Andy Clement (GoPivotal,
 Inc) aclement@gopivotal.com - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                       Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
*                       Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
*                       Bug 414384 - [1.8] type annotation on abbreviated inner class is not marked as inner type
*     Jesper S Moller <jesper@selskabet.org> -  Contributions for
*                       Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*                       Bug 412151 - [1.8][compiler] Check repeating annotation's collection type
*                       Bug 412149 - [1.8][compiler] Emit repeated annotations into the designated container
*                       Bug 419209 - [1.8] Repeating container annotations
 should be rejected in the presence of annotation it contains
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* Contributors:
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*     Stephan Herrmann - Contribution for
*       Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*         Bug 473178
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*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 417295 - [1.8[[null]
 Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*   Andy Clement - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
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*   bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*   bug 401030 - [1.8][null] Null analysis support for lambda methods.
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
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*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 292478 - Report potentially null across variable assignment
*   bug 335093 - [compiler][null] minimal hook for future null annotation support
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
 *   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic

* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 430150 - [1.8][null] stricter checking against type variables
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Jesper S Moller - Contributions for
* Bug 378674 - "The method can be declared as static" is wrong
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
* Bug 529556 - [18.3] Add content assist support for 'var' as a type
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
* Bug 426616 - [1.8][compiler] Type Annotations, multiple problems
**********/

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*   wharley@bea.com - derived base class from BatchMessagerImpl
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*   Bug 440474 - [null] textual encoding of external null annotations
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*   bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to

org.eclipse.jdt.internal.compiler.lookup.ArrayBinding
* Bug 420894 - ClassCastException in DefaultBindingResolver.resolveType(Type)
* bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type
annotations after bug 392099
* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
* Bug 434600 - Incorrect null analysis error reporting on type parameters
* Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
* Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
* Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
* Andy Clement - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
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*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*   Carmi Grushko - Bug 465048 - Binding is null for class literals in synchronized blocks
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*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/SwitchFlowContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/BreakStatement.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ExternalAnnotationDecorator.java
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*     Stephan Herrmann - Contributions for
*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/MemberValuePair.java
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* Contributors:
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*     Stephan Herrmann - Contributions for
*          bug 325755 - [compiler] wrong initialization state after conditional expression
*          bug 320170 - [compiler] [null] Whitebox issues in null analysis
*          bug 292478 - Report potentially null across variable assignment
*          bug 332637 - Dead Code detection removing code that isn't dead
*          bug 341499 - [compiler][null] allocate extra bits in all methods of UnconditionalFlowInfo
 *          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 386181 - [compiler][null] wrong transition in UnconditionalFlowInfo.mergedWith()
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*       Bug 454031 - [compiler][null][loop] bug in null analysis; wrong "dead code" detection
*       Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/antadapter/messages.properties
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/messages.properties
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/messages.properties
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InferenceSubstitution.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/TypeAnnotationWalker.java
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*     Stephan Herrmann - Contribution for
*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
*        Bug 441797 - [1.8] synchronize type annotations on capture and its wildcard
*        Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker
 hint from applicability analysis
*        Bug 456924 - StackOverflowError during compilation
*        Bug 462790 - [null] NPE in Expression.computeConversion()
*     Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*        Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/CaptureBinding.java
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*     Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*          Bug 328281 - visibility leaks not detected when analyzing unused field in private class
*          Bug 300576 - NPE Computing type hierarchy when compliance doesn't match libraries
*          Bug 354536 - compiling package-info.java still depends on the order of compilation units
*          Bug 349326 - [1.7] new warning for missing try-with-resources
*          Bug
 358903 - Filter practically unimportant resource leak warnings
*       Bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class
*       Bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*       Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*       Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*       Bug 444024 - [1.8][compiler][null] Type mismatch error in annotation generics assignment which happens
"sometimes"
*       Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*        Andy Clement (GoPivotal, Inc) aclement@gopivotal.com -
 Contributions for
*                       Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous
classes
*     het@google.com - Bug 456986 - Bogus error when annotation processor generates annotation type
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
*******************************************************************************/
```

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*   bug 328281 - visibility leaks not detected when analyzing unused field in private class
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365836 - [compiler][null] Incomplete propagation of null defaults.
*   bug 365519 - editorial cleanup after bug 186342
 and bug 365387
*   bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 366063 - Compiler should not add synthetic @NonNull annotations
*   bug 384663 - Package Based Annotation Compilation Error in JDT 3.8/4.2 (works in 3.7.2)
*   bug 386356 - Type mismatch error with annotations and generics
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 380896 - [compiler][null] Enum constants not recognised as being NonNull.
*   bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
 *   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 416172 - [1.8][compiler][null] null type annotation not evaluated on method return type
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 426048 - [1.8] NPE in TypeVariableBinding.internalBoundCheck when parentheses are not balanced
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 432348 - [1.8] Internal compiler error (NPE) after upgrade to 1.8
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*   Bug 441693 - [1.8][null]
 Bogus warning for type argument annotated with @NonNull
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Bug 457210 - [1.8][compiler][null] Wrong Nullness errors given on full build build but not on incremental build?
*   Bug 461250 - ArrayIndexOutOfBoundsException in SourceTypeBinding.fields
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*   Jesper S Moller <jesper@selskabet.org> - Contributions for
*   Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Till Brychcy - Contributions for
*   bug 415269 - NonNullByDefault is not always inherited to nested classes
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*   Sebastian Zarnekow - Contributions

for
* bug 544921 - [performance] Poor performance with large source files
**********/

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* Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocQualifiedTypeReference.java
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* bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
* Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
**********/

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*         bug 407191 - [1.8] Binary access support for type annotations
*     Stephan Herrmann - Contribution for
*         Bug 440474 - [null] textual encoding of external null annotations
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*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann  - Contributions for
*           bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*           bug 338303 - Warning about Redundant assignment conflicts with definite assignment
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
 *       bug 365519 - editorial cleanup after bug 186342 and bug 365387
*       bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*       bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*       bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
```

* bug 374605 - Unreasonable warning for enum-based switch statements
* bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
* bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance
* bug 388281 - [compiler][null] inheritance of null annotations as an option
* bug 376053 - [compiler][resource] Strange potential resource leak problems
* bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
* bug 393719 - [compiler] inconsistent warnings on iteration
variables
* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs to be declared
abstract
* bug 331649 - [compiler][null] consider null annotations for fields
* bug 382789 - [compiler][null] warn when syntactically-nonnull expression is compared against null
* bug 376590 - Private fields with @Inject are ignored by unused field validation
* bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
* bug 402028 - [1.8][compiler] null analysis for reference expressions
* bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
* bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
* Bug
392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
* Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
* Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
* Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first
field
* Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
* Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424637 - [1.8][compiler][null] AIOOB in ReferenceExpression.resolveType with a method reference to
Files::walk
* Bug 428294 - [1.8][compiler] Type mismatch: cannot convert
from List<Object> to Collection<Object[]>
* Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type
Bindings
* Bug 416190 - [1.8][null] detect incompatible overrides due to null type annotations
* Bug 392245 - [1.8][compiler][null] Define whether / how @NonNullByDefault applies to TYPE_USE locations
* Bug 390889 - [1.8][compiler] Evaluate options to support 1.7- projects against 1.8 JRE.
* Bug 430150 - [1.8][null] stricter checking against type variables
* Bug 434600 - Incorrect null analysis error reporting on type parameters
* Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
* Bug 438467 - [compiler][null] Better error position for "The method _ cannot implement the corresponding
method _ due to incompatible nullness constraints"
* Bug 439298 - [null] "Missing code implementation in the compiler" when using @NonNullByDefault
in package-info.java
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
* Bug 446442 - [1.8] merge null annotations from super methods
* Bug 455723 - Nonnull argument not correctly inferred in loop

```
*       Bug 458361 - [1.8][null] reconciler throws NPE in ProblemReporter.illegalReturnRedefinition()
*       Bug 459967 - [null] compiler should know about nullness of special methods like MyEnum.valueOf()
*       Bug 461878 - [1.7][1.8][compiler][null] ECJ compiler does not allow to use null annotations on annotations
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper S Moller <jesper@selskabet.org> -  Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 382721 - [1.8][compiler] Effectively final variables needs
 special treatment
*       bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
*       bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*       bug 412151 - [1.8][compiler] Check repeating annotation's collection type
*       bug 419209 - [1.8] Repeating container annotations should be rejected in the presence of annotation it contains
*       Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
*       Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*     Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*                         bug 386692 - Missing "unused" warning on "autowired" fields
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*     IBM Corporation - initial API and implementation
*     Nick Teryaev - fix for bug (https://bugs.eclipse.org/bugs/show_bug.cgi?id=40752)
*     Stephan Herrmann - Contributions for
*       bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug
 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 379784 - [compiler] "Method can be static" is not getting reported
*       bug 379834 - Wrong "method can be static" in presence of qualified super and different staticness of nested super
```

class.
* bug 388281 - [compiler][null] inheritance of null annotations as an option
* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
* bug 381445 - [compiler][resource] Can the resource leak check be made aware of Closeables.closeQuietly?
* bug 331649 - [compiler][null] consider null annotations for fields
* bug 383368 - [compiler][null] syntactic null
analysis for field references
* bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
* bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
* bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
* bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
* Bug 405569 - Resource leak check false positive when using DbUtils.closeQuietly
* Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
* Bug 417295 - [1.8[[null] Massage type annotated null analysis
to gel well with deep encoded type bindings.
* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
* Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler]
NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
* Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
* Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
* Bug 472618 - [compiler][null] assertNotNull vs. Assert.assertNotNull
* Bug 470958 - [1.8] Unable to convert lambda
* Bug 410218 - Optional warning
for arguments of "unexpected" types to Map#get(Object), Collection#remove(Object) et al.
* Jesper S Moller - Contributions for
* Bug 378674 - "The method can be declared as static" is wrong
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's

work)
*   Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic bridge method
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*   Nick Teryaev - fix for bug (https://bugs.eclipse.org/bugs/show_bug.cgi?id=40752)
*   Stephan Herrmann - Contributions for
*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug
 383368 - [compiler][null] syntactic null analysis for field references
*   bug 401017 - [compiler][null] casted reference to @Nullable field lacks a warning
*   bug 400761 - [compiler][null] null may be return as boolean without a diagnostic

```
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*       Bug 430150 - [1.8][null] stricter checking against type variables
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style
 null annotations
*       Bug 407414 - [compiler][null] Incorrect warning on a primitive type being null
*       Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 415541 - [1.8][compiler] Type annotations in the body of static initializer get dropped
*******************************************************************************/
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* Contributors:
*    IBM Corporation - initial API and implementation
*    IBM Corporation - Fix for bug 328575
*    het@google.com - Bug 415274 - Annotation processing throws a NPE in getElementsAnnotatedWith()
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashSetOfInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/InvalidInputException.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/BranchLabel.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/ObjectVector.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/VerificationTypeInfo.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ProvidesStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/INameEnvironmentExtension.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IMultiModuleEntry.java
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*   Jesper S Moller - Contributions for

*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406973 - [compiler] Parse MethodParameters attribute
*   Andy Clement - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
**********/

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* Contributors:
*   tyeung@bea.com - initial API and implementation
*   IBM Corporation - fix for bug 342757
*   Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
**********/

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*   Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*   Bug 473178
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ConstraintFormula.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ConstraintExceptionFormula.java
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*         Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*******************************************************************************/
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*   Benjamin Muskalla - Contribution for bug 239066
*   Stephan Herrmann - Contribution for
*   bug 382347 - [1.8][compiler] Compiler accepts incorrect default method inheritance
*   bug 388954 - [1.8][compiler] detect default methods in class files
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   bug 388739 - [1.8][compiler] consider default methods when detecting whether a class needs
 to be declared abstract
*   bug 390883 - [1.8][compiler] Unable to override default method
*   bug 401796 - [1.8][compiler] don't treat default methods as overriding an independent inherited abstract method
*   bug 395681 - [compiler] Improve simulation of javac6 behavior from bug 317719 after fixing bug 388795
*   bug 406928 - computation of inherited methods seems damaged (affecting @Overrides)
*   bug 409473 - [compiler] JDT cannot compile against JRE 1.8
*   Bug 420080 - [1.8] Overridden Default method is reported as duplicated
**********/

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*   Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryMethod.java
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*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*     Stephan Herrmann - Contribution for
*       bug 401030 - [1.8][null] Null analysis support for lambda methods.
*       Bug 392099
 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*       Bug 425142 - [1.8][compiler] NPE in ConstraintTypeFormula.reduceSubType
*       Bug 425153 - [1.8] Having wildcard allows incompatible types in a lambda expression
*       Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*       Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
*       Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*       Bug 424403 - [1.8][compiler] Generic method call with method reference argument fails to resolve properly.
*       Bug 426563 - [1.8] AIOOBE when method with error
```

invoked with lambda expression as argument
* Bug 420525 - [1.8] [compiler] Incorrect error "The type Integer does not define sum(Object, Object) that is applicable here"
* Bug 427438 - [1.8][compiler] NPE at org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
* Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
* Bug 428786 - [1.8][compiler] Inference needs to compute the "ground target type" when reducing a lambda compatibility constraint
* Bug 428980 - [1.8][null] simple expression as lambda body doesn't leverage null annotation on argument
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
* Bug 432110 - [1.8][compiler] nested lambda type incorrectly inferred vs javac
* Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 455723 - Nonnull argument not correctly inferred in loop
* Bug 463728 - [1.8][compiler][inference] Ternary operator in lambda derives wrong type
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
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* Stephan Herrmann - Contributions for
* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
* Bug 417758 - [1.8][null] Null safety compromise during array creation.
* Bug 427163 - [1.8][null] bogus error "Contradictory null specification" on varags
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for

```
*                   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                   Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
*******************************************************************************/
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*          bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource] restore the
 default for resource leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
```

```
*       bug 395977 - [compiler][resource] Resource leak warning behavior possibly incorrect for anonymous inner class
*       bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*       Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 416267 - NPE in QualifiedAllocationExpression.resolveType
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 424415 - [1.8][compiler] Eventual
 resolution of ReferenceExpression is not seen to be happening.
*       Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                       Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic
bridge method
*     Till Brychcy - Contributions for
*           bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
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*   Bug 473178
*   IBM Corporation - Bug fixes
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*   (originally in org.eclipse.jdt.apt.core)
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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 387612 - Unreachable catch block...exception is never thrown from the try
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 401456 - Code compiles from javac/intellij, but fails from eclipse
*   bug 401271 - StackOverflowError
 when searching for a methods references
*   bug 405706 - Eclipse compiler fails to give compiler error when return type is a inferred generic
*   Bug 408441 - Type mismatch using Arrays.asList with 3 or more implementations of an interface with the
interface type as the last parameter
*   Bug 413958 - Function override returning inherited Generic Type
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*   Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
*   Bug 424415 - [1.8][compiler]
 Eventual resolution of ReferenceExpression is not seen to be happening.
*   Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload
context
*   Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
*   Bug 426589 - [1.8][compiler] Compiler error with generic method/constructor invocation as vargs argument
*   Bug 426590 - [1.8][compiler] Compiler error with tenary operator
*   Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
*   Bug 426998 - [1.8][compiler] method(java.lang.Class, java.lang.String) not applicable for the arguments
(java.lang.Class, java.lang.String)
*   Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*   Bug 427196 - [1.8][compiler] Compiler error for method reference to overloaded method
*   Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
*   Bug
 427728 - [1.8] Type Inference rejects calls requiring boxing/unboxing
*   Bug 427218 - [1.8][compiler] Verify error varargs + inference
*   Bug 426836 - [1.8] special handling for return type in references to method getClass()?
*   Bug 427628 - [1.8] regression : The method * is ambiguous for the type *
*   Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*   Bug 428366 - [1.8] [compiler] The method valueAt(ObservableList<Object>, int) is ambiguous for the type
Bindings
*   Bug 424728 - [1.8][null] Unexpected error: The nullness annotation 'XXXX' is not applicable at this location
*   Bug 428811 - [1.8][compiler] Type witness unnecessarily required
*   Bug 429424 - [1.8][inference] Problem inferring type of method's parameter
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner
 class
*   Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*   Bug 441734 - [1.8][inference] Generic method with nested parameterized type argument fails on method reference

```
*       Bug 452194 - Code no longer compiles in 4.4.1, but with confusing error
*       Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*       Bug 456236 - [1.8][null] Cannot infer type when constructor argument is annotated with @Nullable
*       Bug 437072 - [compiler][null] Null analysis emits possibly incorrect warning for new int[][] despite
@NonNullByDefault
*       Bug 462083 - [1.8][inference] Java 8 generic return type mismatch with interface involving type parameter.
*     Jesper S Moller - Contributions for
*       Bug 378674 - "The method can be declared as static" is wrong
*        Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*     Andy Clement (GoPivotal, Inc)
 aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*     Pierre-Yves B. <pyvesdev@gmail.com> - Contributions for
*                         Bug 559618 - No compiler warning for import from same package
*                         Bug 560630 - No warning on unused import on class from same package
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveryScannerData.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleSetOfCharArray.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/CachedIndexEntry.java
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*   Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*   Bug 473178
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*     Stephan Herrmann - Contribution for
*        bug 400710 - [1.8][compiler] synthetic access to default method generates wrong code
*        bug 391376 - [1.8] check interaction of default methods with bridge methods and generics
*        bug 421543 - [1.8][compiler] Compiler fails to recognize default method being turned into abstract by subtytpe
*     Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement
 code generation infrastructure for JSR335
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
*                     Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
generator
*                     Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
*                     Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*                     Bug 449467 - [1.8][compiler] Invalid lambda deserialization with anonymous class
*       Olivier Tardieu (tardieu@us.ibm.com) - Contributions for
*                     Bug 442418 - $deserializeLambda$ off-by-one error when deserializing the captured arguments
 of a lambda that also capture this
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* Contributors:
*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contribution for
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*        Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*        Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
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```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/ExceptionHandlingFlowContext.java
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* Contributors:
*    tyeung@bea.com - initial API and implementation
*    olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ClassSignature.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/EnumConstantSignature.java
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*     Tom Tromey - Contribution for bug 125961
*     Tom Tromey - Contribution for bug 159641
*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann  - Contributions for
*          bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*          bug 295551 - Add option to automatically promote all warnings to errors
*          bug 359721 - [options] add command line option
 for new warning token "resource"
*        bug 365208 - [compiler][batch] command line options for annotation based null analysis
*        bug 374605 - Unreasonable warning for enum-based switch statements
*        bug 375366 - ECJ ignores unusedParameterIncludeDocCommentReference unless enableJavadoc option is set
*        bug 388281 - [compiler][null] inheritance of null annotations as an option
*        bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*        Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*        Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*        Bug 408815 - [batch][null] Add CLI option for
COMPILER_PB_SYNTACTIC_NULL_ANALYSIS_FOR_FIELDS
*     Jesper S Moller   - Contributions for
*        bug 407297 - [1.8][compiler] Control generation of parameter names by option
*    Mat Booth - Contribution for bug 405176
*    Frits Jalvingh -
 fix for bug 533830.
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/Main.java
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*   Bug 429813 - [1.8][dom ast] IMethodBinding#getJavaElement() should return IMethod for lambda
**/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Initializer.java
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```
*      Stephen Herrmann <stephan@cs.tu-berlin.de> -  Contributions for
*        bug 317046 - Exception during debugging when hover mouse over a field
*        bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*        bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*        bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class
 files
*        Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*        Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*        Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*        Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*        Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*        Bug 424712 - [1.8][compiler] NPE in TypeBinding.isProvablyDistinctTypeArgument
*        Bug 426792 - [1.8][inference][impl] generify new type inference engine
*        Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
*        Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*        Bug 427626 - [1.8] StackOverflow while typing new ArrayList<String>().toArray( and asking for code completion
 *       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*        Bug 435962 - [RC2] StackOverFlowError when building
*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*        Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*        Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*        Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
*      Jesper S Moller <jesper@selskabet.org> -  Contributions for
*        bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*        bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*
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*     Stephan Herrmann - Contribution for
*        bug 331649 - [compiler][null] consider null annotations for fields
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*     Jesper S Moller - Contributions for
```

* Bug 378674 - "The method can be declared as static" is wrong
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ThisReference.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/ArchiveFileObject.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/Util.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/Util.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/ArchiveFileObject.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/Archive.java
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* Contributors:
* wharley@bea.com - initial API and implementation
* IBM Corporation - fix for 342598
* IBM Corporation - Java 8 support
* het@google.com - Bug 427943 - The method
org.eclipse.jdt.internal.compiler.apt.model.Factory.getPrimitiveType does not throw IllegalArgumentException
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*   Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
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*   Till Brychcy - Contributions for
*   Bug 467482 - TYPE_USE null annotations: Incorrect "Redundant null check"-warning
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/UsesStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/OpensStatement.java
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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 417295 - [1.8[[null] Massage type annotated
 null analysis to gel well with deep encoded type bindings.
*   Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*     Tom Tromey - patch for readTable(String) as described in http://bugs.eclipse.org/bugs/show_bug.cgi?id=32196
*     Stephan Herrmann - Contributions for
*        bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)
*        bug 374605 - Unreasonable warning for enum-based switch statements
*        bug 393719 - [compiler] inconsistent warnings on iteration variables
*        bug 382353 - [1.8][compiler] Implementation property modifiers
 should be accepted on default methods.
*        bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods
*        bug 401035 - [1.8] A few tests have started failing recently
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*       bug 399695 - [1.8][compiler] [1.8][compiler] migrate parser to other syntax for default methods
*       bug 384567 - [1.5][compiler] Compiler accepts illegal modifiers on package declaration
*       bug 393192 - Incomplete type hierarchy with > 10 annotations
*       bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*        Andy Clement - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
*
            Bug 415821 - [1.8][compiler] CLASS_EXTENDS target type annotation missing for anonymous classes
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*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*         NonStaticAccessToStaticField
*         NonStaticAccessToStaticMethod
*         Task
*         ExpressionShouldBeAVariable
*         AssignmentHasNoEffect
*     IBM Corporation - added the following constants
*         TooManySyntheticArgumentSlots
*         TooManyArrayDimensions
*         TooManyBytesForStringConstant
*         TooManyMethods
*         TooManyFields
 *         NonBlankFinalLocalAssignment
*         ObjectCannotHaveSuperTypes
*         MissingSemiColon
*         InvalidParenthesizedExpression
*         EnclosingInstanceInConstructorCall
*         BytecodeExceeds64KLimitForConstructor
*         IncompatibleReturnTypeForNonInheritedInterfaceMethod
*         UnusedPrivateMethod
*         UnusedPrivateConstructor
*         UnusedPrivateType
*         UnusedPrivateField
*         IncompatibleExceptionInThrowsClauseForNonInheritedInterfaceMethod
*         InvalidExplicitConstructorCall
*     IBM Corporation - added the following constants
*         PossibleAccidentalBooleanAssignment
*         SuperfluousSemicolon
*         IndirectAccessToStaticField
*         IndirectAccessToStaticMethod
*         IndirectAccessToStaticType
*         BooleanMethodThrowingException
```

```
*          UnnecessaryCast
*          UnnecessaryArgumentCast
*          UnnecessaryInstanceof
*
   FinallyMustCompleteNormally
*          UnusedMethodDeclaredThrownException
*          UnusedConstructorDeclaredThrownException
*          InvalidCatchBlockSequence
*          UnqualifiedFieldAccess
*     IBM Corporation - added the following constants
*          Javadoc
*          JavadocUnexpectedTag
*          JavadocMissingParamTag
*          JavadocMissingParamName
*          JavadocDuplicateParamName
*          JavadocInvalidParamName
*          JavadocMissingReturnTag
*          JavadocDuplicateReturnTag
*          JavadocMissingThrowsTag
*          JavadocMissingThrowsClassName
*          JavadocInvalidThrowsClass
*          JavadocDuplicateThrowsClassName
*          JavadocInvalidThrowsClassName
*          JavadocMissingSeeReference
*          JavadocInvalidSeeReference
*          JavadocInvalidSeeHref
*          JavadocInvalidSeeArgs
*          JavadocMissing
*          JavadocInvalidTag
*          JavadocMessagePrefix
 *          EmptyControlFlowStatement
*     IBM Corporation - added the following constants
*          IllegalUsageOfQualifiedTypeReference
*          InvalidDigit
*     IBM Corporation - added the following constants
*          ParameterAssignment
*          FallthroughCase
*     IBM Corporation - added the following constants
*                         UnusedLabel
*                         UnnecessaryNLSTag
*                         LocalVariableMayBeNull
*                         EnumConstantsCannotBeSurroundedByParenthesis
*                         JavadocMissingIdentifier
*                         JavadocNonStaticTypeFromStaticInvocation
*                         RawTypeReference
*                         NoAdditionalBoundAfterTypeVariable
*                         UnsafeGenericArrayForVarargs
*                         IllegalAccessFromTypeVariable
```

```
*
  AnnotationValueMustBeArrayInitializer
*                       InvalidEncoding
*                       CannotReadSource
*                       EnumStaticFieldInInInitializerContext
*                       ExternalProblemNotFixable
*                       ExternalProblemFixable
*    IBM Corporation - added the following constants
*                       AnnotationValueMustBeAnEnumConstant
*                       OverridingMethodWithoutSuperInvocation
*                       MethodMustOverrideOrImplement
*                       TypeHidingTypeParameterFromType
*                       TypeHidingTypeParameterFromMethod
*                       TypeHidingType
*    IBM Corporation - added the following constants
*         NullLocalVariableReference
*         PotentialNullLocalVariableReference
*         RedundantNullCheckOnNullLocalVariable
*          NullLocalVariableComparisonYieldsFalse
 *          RedundantLocalVariableNullAssignment
*          NullLocalVariableInstanceofYieldsFalse
*          RedundantNullCheckOnNonNullLocalVariable
*          NonNullLocalVariableComparisonYieldsFalse
*    IBM Corporation - added the following constants
*                       InvalidUsageOfTypeParametersForAnnotationDeclaration
*                       InvalidUsageOfTypeParametersForEnumDeclaration
*    IBM Corporation - added the following constants
*         RedundantSuperinterface
*  Benjamin Muskalla - added the following constants
*       MissingSynchronizedModifierInInheritedMethod
*  Stephan Herrmann  - added the following constants
*       UnusedObjectAllocation
*       PotentiallyUnclosedCloseable
*       PotentiallyUnclosedCloseableAtExit
*       UnclosedCloseable
*       UnclosedCloseableAtExit
*       ExplicitlyClosedAutoCloseable
*          RequiredNonNullButProvidedNull
 *        RequiredNonNullButProvidedPotentialNull
*        RequiredNonNullButProvidedUnknown
*        NullAnnotationNameMustBeQualified
*        IllegalReturnNullityRedefinition
*        IllegalRedefinitionToNonNullParameter
*        IllegalDefinitionToNonNullParameter
*        ParameterLackingNonNullAnnotation
*        ParameterLackingNullableAnnotation
*        PotentialNullMessageSendReference
*        RedundantNullCheckOnNonNullMessageSend
```

* CannotImplementIncompatibleNullness
* RedundantNullAnnotation
* RedundantNullDefaultAnnotation
* RedundantNullDefaultAnnotationPackage
* RedundantNullDefaultAnnotationType
* RedundantNullDefaultAnnotationMethod
* ContradictoryNullAnnotations
* IllegalAnnotationForBaseType
* RedundantNullCheckOnSpecdNonNullLocalVariable
* SpecdNonNullLocalVariableComparisonYieldsFalse
* RequiredNonNullButProvidedSpecdNullable
* MissingDefaultCase
* MissingEnumConstantCaseDespiteDefault
* UninitializedLocalVariableHintMissingDefault
* UninitializedBlankFinalFieldHintMissingDefault
* ShouldReturnValueHintMissingDefault
* IllegalModifierForInterfaceDefaultMethod
* InheritedDefaultMethodConflictsWithOtherInherited
* ConflictingNullAnnotations
* ConflictingInheritedNullAnnotations
* UnsafeElementTypeConversion
* ArrayReferencePotentialNullReference
* DereferencingNullableExpression
* NullityMismatchingTypeAnnotation
* NullityMismatchingTypeAnnotationSuperHint
* NullityUncheckedTypeAnnotationDetail
* NullityUncheckedTypeAnnotationDetailSuperHint
* NullableFieldReference
* UninitializedNonNullField
* UninitializedNonNullFieldHintMissingDefault
* NonNullMessageSendComparisonYieldsFalse
* RedundantNullCheckOnNonNullSpecdField
* NonNullSpecdFieldComparisonYieldsFalse
* NonNullExpressionComparisonYieldsFalse
* RedundantNullCheckOnNonNullExpression
* ReferenceExpressionParameterNullityMismatch
* ReferenceExpressionParameterNullityUnchecked
* ReferenceExpressionReturnNullRedef
* ReferenceExpressionReturnNullRedefUnchecked
* DuplicateInheritedDefaultMethods
* SuperAccessCannotBypassDirectSuper
* SuperCallCannotBypassOverride
* ConflictingNullAnnotations
* ConflictingInheritedNullAnnotations
* UnsafeElementTypeConversion
* PotentialNullUnboxing
* NullUnboxing
* NullExpressionReference

```
*       PotentialNullExpressionReference
*       RedundantNullCheckAgainstNonNullType
*       NullAnnotationUnsupportedLocation
*       NullAnnotationUnsupportedLocationAtType
*       NullityMismatchTypeArgument
*       ContradictoryNullAnnotationsOnBound
*       UnsafeNullnessCast
 *       ContradictoryNullAnnotationsInferred
*       NonNullDefaultDetailIsNotEvaluated
*       NullNotCompatibleToFreeTypeVariable
*       NullityMismatchAgainstFreeTypeVariable
*       ImplicitObjectBoundNoNullDefault
*       IllegalParameterNullityRedefinition
*       ContradictoryNullAnnotationsInferredFunctionType
*       IllegalReturnNullityRedefinitionFreeTypeVariable
*       UnlikelyCollectionMethodArgumentType
*       UnlikelyEqualsArgumentType
*     Jesper S Moller  - added the following constants
*       TargetTypeNotAFunctionalInterface
*       OuterLocalMustBeEffectivelyFinal
*       IllegalModifiersForPackage
*       DuplicateAnnotationNotMarkedRepeatable
*       DisallowedTargetForContainerAnnotation
*       RepeatedAnnotationWithContainerAnnotation
*       ContainingAnnotationMustHaveValue
*       ContainingAnnotationHasNonDefaultMembers
*       ContainingAnnotationHasWrongValueType
*       ContainingAnnotationHasShorterRetention
 *       RepeatableAnnotationHasTargets
*       RepeatableAnnotationTargetMismatch
*       RepeatableAnnotationIsDocumented
*       RepeatableAnnotationIsInherited
*       RepeatableAnnotationWithRepeatingContainerAnnotation
*       VarLocalMultipleDeclarators
*       VarLocalCannotBeArray
*       VarLocalReferencesItself
*       VarLocalWithoutInitizalier
*       VarLocalInitializedToNull
*       VarLocalCannotBeArrayInitalizers
*       VarLocalCannotBeLambda
*       VarLocalCannotBeMethodReference
*       VarIsReserved
*       VarIsReservedInFuture
*       VarIsNotAllowedHere
**********************************************************************************/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/IProblem.java
```

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*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contribution for
*        bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
*        bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*        bug 378674 - "The method can be declared as static" is wrong
*******************************************************************************/
```

Found
in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedThisReference.java
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*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ConstraintTypeFormula.java
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* Contributors:
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*   Stephan Herrmann - Contribution for
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug
 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 425460 - [1.8] [inference] Type not inferred on stream.toArray
*   Bug 426792 - [1.8][inference][impl] generify new type inference engine
*   Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*   Bug 441693 -
 [1.8][null] Bogus warning for type argument annotated with @NonNull
*   Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*   Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ArrayBinding.java
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* Contributors:
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*   Stephan Herrmann - Contributions for
*   Bug 186342 - [compiler][null] Using annotations for null checking
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MostSpecificExceptionMethodBinding.java
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* Contributors:
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*   Walter Harley   - Patch for ensuring the parent folders are created
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/util/EclipseFileObject.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/tool/EclipseFileObject.java
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* Contributors:
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*   Stephan Herrmann - Contribution for
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 370930 - NonNull annotation not considered for enhanced for loops
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 393719 - [compiler] inconsistent warnings

on iteration variables
* Bug 411964 - [1.8][null] leverage null type annotation in foreach statement
* Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
* Jesper S Moller - Contribution for
* bug 401853 - Eclipse Java compiler creates invalid bytecode (java.lang.VerifyError)
* bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ForeachStatement.java
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* Jesper Steen Moller - Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation
processing
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/model/ExecutableElementImpl.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/StringLiteral.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PackageVisibilityStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredModule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ModuleReference.java
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*   Erling Ellingsen - patch for bug 125570
*   Stephan Herrmann - Contribution for
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Bug 434570 - Generic type mismatch for parametrized class annotation attribute with inner class
*   Sebastian Zarnekow - Contribution for
*   Bug 544921 - [performance] Poor performance with large source files
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/CompilationUnitScope.java
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* Contributors:
*   tyeung@bea.com - initial API and implementation
*   olivier_thomann@ca.ibm.com - add hashCode() and equals(..) methods
**********/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ElementValuePairInfo.java
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*   het@google.com - Bug 441790
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ExternalAnnotationSuperimposer.java
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* Contributors:
*   Igor Fedorenko - extracted from ElementsImpl
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contribution for bug 185682 - Increment/decrement operators mark local variables as read
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocFieldReference.java
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*   Jesper Steen Moeller - Contributions for:
*   Bug 407297: [1.8][compiler] Control generation of parameter names by option
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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 385626 - @NonNull fails across
 loop boundaries
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 453483 - [compiler][null][loop] Improve null analysis for loops
*   Bug 455723 - Nonnull argument not correctly inferred in loop
*   Jesper S Moller - Contributions for
*   bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
***/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/FinallyFlowContext.java
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*     Stephan Herrmann - Contributions for
*          bug 332637 - Dead Code detection removing code that isn't dead
*          bug 358827 - [1.7] exception analysis for t-w-r spoils null analysis
*          bug 349326 - [1.7] new warning for missing try-with-resources
*          bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*       bug 358903 - Filter practically unimportant resource
 leak warnings
*       bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 401088 - [compiler][null] Wrong warning "Redundant null check" inside nested try statement
*       bug 401092 - [compiler][null] Wrong warning "Redundant null check" in outer catch of nested try
*       bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*       bug 384380 - False positive on a ?? Potential null pointer access ?? after a continue
*       Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
*       Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
*       Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream -
return inside for loop)
*     Jesper Steen Moller -
 Contributions for
*       bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/TryStatement.java
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*        bug 382350 - [1.8][compiler] Unable to invoke inherited default method via I.super.m() syntax
*        bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*        bug 404728 - [1.8]NPE on QualifiedSuperReference error
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*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   Bug 417758 - [1.8][null] Null safety compromise during array creation.
*   Bug 427438 - [1.8][compiler] NPE at
 org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
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*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
*   Jesper S Moller - Contributions for
*   bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryModule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IUpdatableModule.java
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*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/VoidTypeBinding.java
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*     Stephan Herrmann - Contributions for
*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/PackageBinding.java
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*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
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*                     Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
*                     Bug 409247 - [1.8][compiler] Verify error with code allocating multidimensional array
*                     Bug 409517 - [1.8][compiler] Type annotation problems on more elaborate array references
*
                Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
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*          bug 185682 - Increment/decrement operators mark local variables as read
*          bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*        bug 331649 - [compiler][null] consider
```

null annotations for fields
* Bug 466308 - [hovering] Javadoc header for parameter is wrong with annotation-based null analysis
* Jesper S Møller <jesper@selskabet.org> - Contributions for
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
*
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* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
* bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
* bug 383368 - [compiler][null] syntactic null analysis for field references
* bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred checking
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*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 331649 - [compiler][null] consider null annotations for fields
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 447088 - [null] @Nullable on fully qualified field type is ignored
*   Bug 435805 - [1.8][compiler][null]
 Java 8 compiler does not recognize declaration style null annotations
*   Bug 458396 - NPE in CodeStream.invoke()
*   Bug 446217 - [null] @NonNullByDefault in package-info.java causes bogus "null type safety" warning
*   Till Brychcy - Contribution for
*   bug 467094 - [1.8][null] TYPE_USE NullAnnotations of array contents are applied to field.
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredField.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/AnnotationMethodDeclaration.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathLocation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ICompilationUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/NameEnvironmentAnswer.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ClassLiteralAccess.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/INameEnvironment.java
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*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*   Jesper S Moller - Contributions for
*   bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
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*   Jesper Steen Moeller - Contribution for bug 406973 - [compiler] Parse MethodParameters attribute
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
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*          bug 282152 - [1.5][compiler] Generics code rejected by Eclipse but accepted by javac
*          bug 349326 - [1.7] new warning for missing try-with-resources
*          bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 395002 - Self bound generic class
 doesn't resolve bounds properly for wildcards for certain parametrisation.
*       bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 426792 - [1.8][inference][impl] generify new type inference engine
*       Bug 428019 - [1.8][compiler] Type inference failure with nested generic invocation.
*       Bug 429384 - [1.8][null] implement conformance rules for null-annotated lower / upper type bounds
```

* Bug 431269 - [1.8][compiler][null] StackOverflow in nullAnnotatedReadableName
* Bug 431408 - Java 8 (1.8) generics bug
* Bug 435962 - [RC2] StackOverFlowError when building
* Bug
438458 - [1.8][null] clean up handling of null type annotations wrt type variables
* Bug 438250 - [1.8][null] NPE trying to report bogus null annotation conflict
* Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
* Bug 440143 - [1.8][null] one more case of contradictory null annotations regarding type variables
* Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
* Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
* Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
* Bug 456459 - Discrepancy between Eclipse compiler and javac - Enums, interfaces, and generics
* Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
* Bug 462790 - [null] NPE in Expression.computeConversion()
* Bug 456532 - [1.8][null] ReferenceBinding.appendNullAnnotation() includes phantom annotations in error messages
* Jesper S Møller <jesper@selskabet.org> - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
* Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
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*   IBM Corporation - initial API and implementation
*   Luiz-Otavio Zorzella <zorzella at gmail dot com> - Improve CamelCase algorithm
*   Gábor Kövesdán - Contribution for Bug 350000 - [content assist] Include non-prefix matches in auto-complete suggestions
*   Stefan Xenos <sxenos@gmail.com> (Google) - Bug 501283 - Lots of hash collisions during indexing
***/

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*     Stephan Herrmann - Contribution for
*       Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*       Bug 433478 - [compiler][null] NPE in ReferenceBinding.isCompatibleWith
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ComponentInfoWithTypeAnnotation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CompactConstructorDeclaration.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/TextBlock.java

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*     Stephan Herrmann - Contributions for
*         bug 292478 - Report potentially null across variable assignment
*         bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*         bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*         bug 331649 - [compiler][null] consider null annotations for fields
*         bug 383368 - [compiler][null] syntactic null analysis for field
 references
*         bug 400761 - [compiler][null] null may be return as boolean without a diagnostic
*         bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*         bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 426792 - [1.8][inference][impl] generify new type inference engine
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*         Bug 426996 - [1.8][inference]
 try to avoid method Expression.unresolve()?
*         Bug 428274 - [1.8] [compiler] Cannot cast from Number to double
*         Bug 428352 - [1.8][compiler] Resolution errors don't always surface
*         Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
*     Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
*          Bug 473178
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* Contributors:
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*   Stephan Herrmann - Contributions for
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 392099
 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 412076 - [compiler] @NonNullByDefault doesn't work for varargs parameter when in generic interface
*   Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 416175 - [1.8][compiler][null] NPE with a code snippet that used null annotations on wildcards
*   Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations
*   Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*   Bug 400874 - [1.8][compiler]
 Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*   Bug 425278 - [1.8][compiler] Suspect error: The target type of this expression is not a well formed parameterized type due to bound(s) mismatch
*   Bug 425798 - [1.8][compiler] Another NPE in ConstraintTypeFormula.reduceSubType
*   Bug 425156 - [1.8] Lambda as an argument is flagged with incompatible error
*   Bug 426563 - [1.8] AIOOBE when method with error invoked with lambda expression as argument
*   Bug 426792 - [1.8][inference][impl] generify new type inference engine
*   Bug 428294 - [1.8][compiler] Type mismatch: cannot convert from List<Object> to Collection<Object[]>
*   Bug 427199 - [1.8][resource] avoid resource leak warnings on Streams that have no resource
*   Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
 *   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 438179 - [1.8][null] 'Contradictory null annotations' error on type variable with explicit null-annotation.
*   Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*   Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
*   Bug 390064 - [compiler][resource] Resource leak warning missing when extending parameterized class
*   Jesper S Møller - Contributions for bug 381345 : [1.8] Take care of the Java 8 major version
*   Bug 527554 - [18.3] Compiler support for JEP 286 Local-Variable Type
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ParameterizedTypeBinding.java
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*     Stephan Herrmann - Contribution for bug 186342 - [compiler][null] Using annotations for null checking
*     Jesper S Moller  -. Contribution for bug 400830: [1.8][formatter] Code formatter for Java 8
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/Scanner.java
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*   Stephan Herrmann <stephan@cs.tu-berlin.de> - Contributions for
*   bug 185682 - Increment/decrement operators mark local variables as read
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 412203 - [compiler] Internal compiler error: java.lang.IllegalArgumentException: info cannot be null
*   Bug 400874 - [1.8][compiler]
 Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 458396 - NPE in CodeStream.invoke()
*   Jesper S Moller - Contributions for
*   Bug 378674 - "The method can be declared as static" is wrong
*   Robert Roth <robert.roth.off@gmail.com> - Contributions for
*   Bug 361039 - NPE in FieldReference.optimizedBooleanConstant
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*   Walter Harley - initial API and implementation
*   IBM Corporation - fix for 342598, 382590
*   Jean-Marie Henaff <jmhenaff@google.com> (Google) - Bug 481555
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/FieldInitsFakingFlowContext.java
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*   Bug 378674 - "The method can be declared as static" is wrong
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*   Nikolay Metchev (nikolaymetchev@gmail.com) - Contributions for
*   bug 411098 - [compiler][resource] Invalid Resource Leak Warning using ternary operator inside try-with-resource
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/DefaultProblem.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LabeledStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/CompilationUnit.java
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/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/impl/ITypeRequestor.java
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*   Bug 407191 - [1.8] Binary access support for type annotations
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InferenceFailureException.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ReductionResult.java
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*            bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*            bug 349326 - [1.7] new warning for missing try-with-resources
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 403147 - [compiler][null] FUP of bug 400761:
 consolidate interaction between unboxing, NPE, and deferred checking
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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*   bug 403086 - [compiler][null] include the effect of 'assert'
 in syntactic null analysis for fields
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*   bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*   bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 358903 - Filter practically unimportant resource
 leak warnings
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*   bug 370639 - [compiler][resource] restore the default for resource leak warnings
*   bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*   bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*   bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.

* Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
* Bug 424727 - [compiler][null] NullPointerException in
nullAnnotationUnsupportedLocation(ProblemReporter.java:5708)
* Bug 424710
 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
* Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
* Bug 424205 - [1.8] Cannot infer type for diamond type with lambda on method invocation
* Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.
* Bug 426366 - [1.8][compiler] Type inference doesn't handle multiple candidate target types in outer overload
context
* Bug 426290 - [1.8][compiler] Inference + overloading => wrong method resolution ?
* Bug 426764 - [1.8] Presence of conditional expression as method argument confuses compiler
* Bug 424930 - [1.8][compiler] Regression: "Cannot infer type arguments" error from compiler.
* Bug 427483 - [Java 8] Variables in lambdas sometimes can't be resolved
* Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
 * Bug 426996 - [1.8][inference] try to avoid method Expression.unresolve()?
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 429203 - [1.8][compiler] NPE in AllocationExpression.binding
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException
instead of IOException)
* Bug 434297 - [1.8] NPE in LamdaExpression.analyseCode with lamda expression nested in a conditional
expression
* Bug 452788 - [1.8][compiler] Type not correctly inferred in lambda expression
* Bug 448709 - [1.8][null] ensure we don't infer types that violate null constraints on a type parameter's bound
* Jesper S Moller <jesper@selskabet.org> - Contributions for
* bug 378674 - "The method can be declared as static" is wrong
* Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
* Bug 383624 - [1.8][compiler] Revive
 code generation support for type annotations (from Olivier's work)
* Bug 409245 - [1.8][compiler] Type annotations dropped when call is routed through a synthetic
bridge method
* Till Brychcy - Contributions for
* bug 413460 - NonNullByDefault is not inherited to Constructors when accessed via Class File
* Lars Vogel <Lars.Vogel@vogella.com> - Contributions for
* Bug 473178
**/

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*   Stephan Herrmann - Contribution for
*   Bug 432977 - [1.8][null] Incorrect 'type is not visible' compiler error
*   Bug 446434 - [1.8][null] Enable interned captures also when analysing null type annotations
***/
/* Taking the binding of QTR as an example, there could be different annotatable components, but we come in a

with a single binding, e.g:

 @T Z;   type => Z annotations => [[@T]]
    @T Y.@T Z   type => Z annotations => [[@T][@T]]
    @T X.@T Y.@T Z   type => Z annotations => [[@T][@T][@T]]
    java.lang.@T X.@T Y.@T Z   type => Z annotations => [[][][@T][@T][@T]]
    in all these cases the incoming type binding is for Z, but annotations are for different levels. We need to align their layout for proper attribution.
   */

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*   Stephan Herrmann - Contributions for
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 435570 - [1.8][null] @NonNullByDefault
 illegally tries to affect "throws E"
*   Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this location
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 409246 - [1.8][compiler] Type annotations on catch parameters not handled properly
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*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 415543 - [1.8][compiler] Incorrect bound index in RuntimeInvisibleTypeAnnotations attribute
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocAllocationExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemPackageBinding.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocMessageSend.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CaseStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/ParserBasicInformation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFormatException.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/ConflictedParser.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/DiagnoseParser.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedTypeReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/TerminalTokens.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/core/compiler/CategorizedProblem.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRestriction.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/diagnose/RangeUtil.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/OperatorIds.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/AccessRule.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/FalseLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/ClassFileStruct.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IDependent.java

* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfIntValues.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleLookupTable.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/ISourceImport.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortMethod.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/ShouldNotImplement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredImport.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/DoubleCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InnerEmulationDependency.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocReturnStatement.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilationUnit.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/NLSTag.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PrefixExpression.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IDebugRequestor.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/TrueLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SimpleSet.java
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/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CharLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/antadapter/AntAdapterMessages.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortType.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObjectToInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/problem/AbortCompilation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/IProblemFactory.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SyntheticFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfInt.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/FloatCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ImportConflictBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ExtendedStringLiteral.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/Label.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/AnnotationHolder.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/InnerClassInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/PostfixExpression.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfLong.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ProblemFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/JavadocSingleNameReference.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/IntegerCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/ObjectCache.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SyntheticArgumentBinding.java
*
/ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/MagicLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/ParameterizedFieldBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfObjectToIntArray.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/LongCache.java

* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/codegen/CaseLabel.java
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*        bug 383368 - [compiler][null] syntactic null analysis for field references
*        bug 403086 - [compiler][null] include the effect of 'assert' in syntactic null analysis for fields
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*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 359362 - FUP of bug 349326: Resource leak on non-Closeable resource
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 358903 - Filter practically unimportant resource leak warnings
*   bug 400421 - [compiler] Null analysis for fields does not take @com.google.inject.Inject
 into account
*   bug 382069 - [null] Make the null analysis consider JUnit's assertNotNull similarly to assertions
*   Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*   Jesper S Moller <jesper@selskabet.org> - Contributions for
*   Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Ulrich Grave <ulrich.grave@gmx.de> - Contributions for
*   bug 386692 - Missing "unused" warning on "autowired" fields
*   Pierre-Yves B. <pyvesdev@gmail.com> - Contribution for
*   bug 542520 - [JUnit 5] Warning The method xxx from the type X is never used locally is shown
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*   Bug 407191 - [1.8] Binary access support for type annotations
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```
*     Jesper S Moller   - Contributions for
*         Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*     Frits Jalvingh    - contributions for bug 533830.
*     Red Hat Inc.      - add module-info Javadoc support
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*         bug 332637 - Dead Code detection removing code that isn't dead
*         bug 391517 - java.lang.VerifyError on code that runs correctly in Eclipse 3.7 and eclipse 3.6
*         bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
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*           bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
*           bug 186342 - [compiler][null] Using annotations for null checking
*******************************************************************************/
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*   Stephan Herrmann - Contribution for
*   Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 409236 - [1.8][compiler] Type annotations on intersection cast types dropped by code
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*     Stephan Herrmann - Contribution for
*        Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*        Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*******************************************************************************/
```

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJar.java
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*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contribution for
*         bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*         Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Jesper Steen Moller - Contributions for
*         Bug 412150 [1.8] [compiler]
 Enable reflected parameter names during annotation processing
**********************************************************************************/
```

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/Binding.java
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*     Stephan Herrmann - Contribution for
*         bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/CombinedBinaryExpression.java
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*     IBM Corporation - initial API and implementation
*     Stephan Herrmann - Contributions for
*         bug 349326 - [1.7] new warning for missing try-with-resources
*         bug 374605 - Unreasonable warning for enum-based switch statements
*         bug 382353 - [1.8][compiler] Implementation property modifiers should be accepted on default methods.
*         bug 382354 - [1.8][compiler] Compiler silent on conflicting modifier
*         bug 401030 - [1.8][null] Null analysis support for lambda methods.
*         Bug
 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*     Jesper S Moller - Contributions for
*       bug 382701 - [1.8][compiler] Implement semantic analysis of Lambda expressions & Reference expression
*******************************************************************************/
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/MethodScope.java
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Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SplitPackageBinding.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/BinaryModuleBinding.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/IProcessorProvider.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/model/NameImpl.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/RecordComponentInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IRecordComponent.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/DoubleLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/NumberLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/flow/InitializationFlowContext.java
*
 /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/FloatLiteral.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/IntLiteralMinValue.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/InferenceContext.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/LongLiteralMinValue.java
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*   Stephan Herrmann - contributions for
*   bug 337868 - [compiler][model] incomplete support for package-info.java when using SearchableEnvironment
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug
 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 415850 - [1.8] Ensure RunJDTCoreTests can cope with null annotations enabled
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 416183 - [1.8][compiler][null] Overload resolution fails with null annotations
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 416190 - [1.8][null]
 detect incompatible overrides due to null type annotations
*   Bug 424624 - [1.8][null] if a static-object with annotation @NonNull is used, a warning is shown
*   Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*   Bug 439516 - [1.8][null] NonNullByDefault wrongly applied to implicit type bound of binary type
*   Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*   Bug 453475 - [1.8][null] Contradictory null annotations (4.5 M3 edition)
*   Bug 457079 - Regression: type inference
*   Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*   Bug 455180 - IllegalStateException in AnnotatableTypeSystem.getRawType
*   Bug 470467 - [null] Nullness of special Enum methods not detected from .class file
 **********/

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*   IBM Corporation - fix for 342598
*   IBM Corporation - Java 8 support
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*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 367203 - [compiler][null] detect assigning null to nonnull argument
*   bug 365519 - editorial cleanup after bug 186342 and bug 365387
*   bug 365531 - [compiler][null] investigate alternative strategy for internally encoding nullness defaults
*   bug 382353 - [1.8][compiler] Implementation property modifiers
 should be accepted on default methods.
*   bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   bug 388281 - [compiler][null] inheritance of null annotations as an option
*   bug 401030 - [1.8][null] Null analysis support for lambda methods.
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 403216 - [1.8][null] TypeReference#captureTypeAnnotations treats type annotations as type argument
annotations
*   Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*   Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize
 declaration style null annotations
*   Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/SortedCharArrays.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/SortedSimpleNameVector.java
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*   Jesper S Moller - Contributions for
*   Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*   Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*   Bug 416885 - [1.8][compiler]IncompatibleClassChange error (edit)
*   Bug 412153 - [1.8][compiler] Check validity of annotations which may be repeatable
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com
 - Contributions for
*   Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
*   Bug 439889 - [1.8][compiler] [lambda] Deserializing lambda fails with IllegalArgumentException:
"Invalid lambda deserialization"
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*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 367203 - [compiler][null] detect assigning null to nonnull argument
*         bug 365519 - editorial cleanup after bug 186342 and bug 365387
*         bug 365662 - [compiler][null] warn on contradictory and redundant null annotations
*         bug 365531 - [compiler][null] investigate alternative strategy for internally
 encoding nullness defaults
*         bug 388281 - [compiler][null] inheritance of null annotations as an option
*         Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*         Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*         Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 425152 - [1.8] [compiler] Lambda Expression not resolved but flow analyzed leading to NPE.
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this
location
*         Bug 440759 - [1.8][null] @NonNullByDefault should never affect wildcards and uses of a type variable
*         Bug 443347 - [1.8][null]
 @NonNullByDefault should not affect constructor arguments of an anonymous instantiation
*         Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*         Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*         Bug 456584 - [1.8][null] Bogus warning for return type variable's @NonNull annotation being 'redundant'
*         Bug 471611 - Error on hover on call to generic method with null annotation
*     Jesper Steen Moller - Contributions for
*         Bug 412150 [1.8] [compiler] Enable reflected parameter names during annotation processing
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*    tyeung@bea.com - initial API and implementation
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfo.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/AnnotationMethodInfoWithAnnotations.java
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*       bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365519 - editorial cleanup after bug 186342 and bug 365387
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 382353 - [1.8][compiler] Implementation property modifiers should
 be accepted on default methods.
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
```

```
*       Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*       Bug 438012 - [1.8][null] Bogus Warning: The nullness annotation is redundant with a default that applies to this
location
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
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*     Stephan Herrmann - Contributions for
*       bug 342671 - ClassCastException: org.eclipse.jdt.internal.compiler.lookup.SourceTypeBinding cannot be cast to
org.eclipse.jdt.internal.compiler.lookup.ArrayBinding
*       bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 416181 - [1.8][compiler][null] Invalid assignment
 is not rejected by the compiler
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 434600 - Incorrect null analysis error reporting on type parameters
*       Bug 435570 - [1.8][null] @NonNullByDefault illegally tries to affect "throws E"
*       Bug 456508 - Unexpected RHS PolyTypeBinding for: <code-snippet>
*       Bug 466713 - Null Annotations: NullPointerException using <int @Nullable []> as Type Param
*       Andy Clement - Contributions for
*                       Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's
work)
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Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ParameterizedQualifiedTypeReference.java
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*        Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                        Bug 415397 - [1.8][compiler] Type Annotations on wildcard type argument dropped
*        Stephan Herrmann - Contribution for
*       Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*       Bug 417295 - [1.8[[null] Massage type annotated null analysis to gel well with deep encoded type bindings.
*       Bug 429958
 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 440462 - [null][compiler]NPE in EJC for erroneous null annotations
*       Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
*******************************************************************************/
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Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Wildcard.java
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Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/batch/ClasspathJmod.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/util/HashtableOfInteger.java
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* Contributors:
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*     Stephan Herrmann - Contributions for
*        bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with
 generics (RuntimeException instead of IOException)
*******************************************************************************/
```

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/ThrowStatement.java
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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/BatchProcessingEnvImpl.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/apt/dispatch/RoundDispatcher.java
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*   Stephan Herrmann - Contribution for
*   Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*   Bug 456497 - [1.8][null] during inference nullness from target type is lost against weaker hint from applicability analysis
*   Bug 456487 - [1.8][null] @Nullable type variant of @NonNull-constrained type parameter causes grief
*   Till Brychcy - Contribution for
*   Bug 473713
 - [1.8][null] Type mismatch: cannot convert from @NonNull A1 to @NonNull A1
**********/
/* Cache the derived type, tagging it as a derivative of both the key type and the naked type.
    E.g: int @NonNull [] would be tagged as a derived type of both int and int []. This is not
    needed for correctness, but for annotated object reuse. We provide two alternate ways to
    annotate a type:

    Taking parameterized types as an example, a call to getParamaterizedType can be made with annotations
    to create @NonNull List<@NonNull String> in one stroke. Or a parameterized type can be created first
    and then annotated via getAnnotatedType. In the former case, the tables get looked up with List as
    the key, in the latter with List<String> as the key.

    Binary vs source, substitutions, annotation re-attribution from SE7 locations etc trigger these
    alternate code paths. Unless care is exercised,
 we will end up with duplicate objects (that share
    the same TypeBinding.id => correctness is not an issue, but memory wastage is)
  */

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/lookup/TypeSystem.java
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* Contributors:
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*   Bug 407191 - [1.8] Binary access support for type annotations
***/

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/env/IBinaryTypeAnnotation.java
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/classfmt/FieldInfoWithTypeAnnotation.java
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*   Bug 458396 - NPE in CodeStream.invoke()
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*     Patrick Wienands <pwienands@abit.de> - Contribution for bug 393749
*     Stephan Herrmann - Contribution for
*        bug 331649 - [compiler][null] consider null annotations for fields
*******************************************************************************/
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*   IBM Corporation - Fix for bug 341494
*   IBM Corporation - Fix for bug 328575
*   IBM Corporation - Java 8 support
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*   bug 335093 - [compiler][null] minimal hook for future null annotation support
*   bug 349326 - [1.7] new warning for missing try-with-resources
*   bug 186342 - [compiler][null] Using annotations for null checking
*   bug 365983 - [compiler][null] AIOOB with null annotation analysis and varargs
*   bug 368546 - [compiler][resource] Avoid remaining false positives found when
 compiling the Eclipse SDK
*   bug 370930 - NonNull annotation not considered for enhanced for loops
*   bug 365859 - [compiler][null] distinguish warnings based on flow analysis vs. null annotations
*   bug 392862 - [1.8][compiler][null] Evaluate null annotations on array types
*   bug 331649 - [compiler][null] consider null annotations for fields
*   bug 383368 - [compiler][null] syntactic null analysis for field references
*   Bug 392099 - [1.8][compiler][null] Apply null annotation on types for null analysis
*   Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*   Bug 415291 - [1.8][null] differentiate type incompatibilities due to null annotations
*   Bug 392238 - [1.8][compiler][null] Detect semantically invalid null type annotations
*   Bug 416307 - [1.8][compiler][null] subclass with type parameter substitution confuses null checking
*   Bug 417758 - [1.8][null] Null safety compromise
 during array creation.
*   Bug 400874 - [1.8][compiler] Inference infrastructure should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*   Bug 424415 - [1.8][compiler] Eventual resolution of ReferenceExpression is not seen to be happening.

* Bug 418537 - [1.8][null] Fix null type annotation analysis for poly conditional expressions
* Bug 428352 - [1.8][compiler] Resolution errors don't always surface
* Bug 429430 - [1.8] Lambdas and method reference infer wrong exception type with generics (RuntimeException instead of IOException)
* Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 455723 - Nonnull argument not correctly inferred in loop
* Andy Clement - Contributions for
* Bug 383624 - [1.8][compiler] Revive code generation support for type annotations (from Olivier's work)
* Bug 409250 - [1.8][compiler] Various loose ends in 308 code generation
**********/

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* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/Statement.java
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* bug 319201 - [null] no warning when unboxing SingleNameReference causes NPE
* bug 349326 - [1.7] new warning for missing try-with-resources
* bug 265744 - Enum switch should warn about missing default
* bug 374605 - Unreasonable warning for enum-based switch statements
* bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
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*        bug 392384 - [1.8][compiler][null] Restore nullness info from type annotations in class files
*        Bug 416174 - [1.8][compiler][null] Bogus name clash error with null annotations
*        Bug 416176 - [1.8][compiler][null] null type annotations cause grief on type variables
*        Bug 423504 - [1.8] Implement "18.5.3 Functional Interface Parameterization Inference"
*        Bug 425783 - An
 internal error occurred during: "Requesting Java AST from selection". java.lang.StackOverflowError
*        Bug 438458 - [1.8][null] clean up handling of null type annotations wrt type variables
*        Bug 441693 - [1.8][null] Bogus warning for type argument annotated with @NonNull
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*     Jesper S Moller - Contributions for
*       Bug 405066 - [1.8][compiler][codegen] Implement code generation infrastructure for JSR335
*       Bug 406982 - [1.8][compiler] Generation of MethodParameters Attribute in classfile
*     Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*                       Bug 405104 - [1.8][compiler][codegen] Implement support for serializeable lambdas
**********************************************************************************/
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*           bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 359334 - Analysis for resource leak warnings does not consider exceptions as method exit points
*       bug 358903 - Filter practically unimportant resource leak warnings
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 370639 - [compiler][resource]
 restore the default for resource leak warnings
*       bug 388996 - [compiler][resource] Incorrect 'potential resource leak'
*       bug 379784 - [compiler] "Method can be static" is not getting reported
*       bug 394768 - [compiler][resource] Incorrect resource leak warning when creating stream in conditional
*       bug 404649 - [1.8][compiler] detect illegal reference to indirect or redundant super
*       Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*       Bug 371614 - [compiler][resource] Wrong "resource leak" problem on return/throw inside while loop
*       Bug 421035 - [resource] False alarm of resource leak warning when casting a closeable in its assignment
*       Bug 444964 - [1.7+][resource] False resource leak warning (try-with-resources for ByteArrayOutputStream -
return inside for loop)
*       Bug 396575 - [compiler][resources] Incorrect Errors/Warnings check for potential resource leak when surrounding
 with try-catch
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*     Keigo Imai - Contribution for  bug 388903 - Cannot extend inner class as an anonymous class when it extends
```

the outer class
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*   Stephan Herrmann - Contribution for
*   Bug 365992 - [builder] [null] Change of nullness for a parameter doesn't trigger a build for the files that call the method
*   Bug 440477 - [null] Infrastructure for feeding external annotations into compilation
*   Bug 440687 - [compiler][batch][null] improve command line option for external annotations
*   Andy Clement (GoPivotal, Inc) aclement@gopivotal.com - Contributions for
*
            bug 407191 - [1.8] Binary access support for type annotations
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*     Benjamin Muskalla - Contribution for bug 239066
*     Stephan Herrmann  - Contributions for
*          bug 236385 - [compiler] Warn for potential programming problem if an object is created but not used
*          bug 295551 - Add option to automatically promote all warnings to errors
*          bug 349326 - [1.7] new warning for missing try-with-resources
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug
 370639 - [compiler][resource] restore the default for resource leak warnings
*       bug 366063 - Compiler should not add synthetic @NonNull annotations
*       bug 374605 - Unreasonable warning for enum-based switch statements
*       bug 388281 - [compiler][null] inheritance of null annotations as an option
*       bug 381443 - [compiler][null] Allow parameter widening from @NonNull to unannotated
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       Bug 435805 - [1.8][compiler][null] Java 8 compiler does not recognize declaration style null annotations
*       Bug 410218 - Optional warning for arguments of "unexpected" types to Map#get(Object),
Collection#remove(Object) et al.
*     Jesper Steen Moller - Contributions for
*       bug 404146 - [1.7][compiler] nested try-catch-finally-blocks leads to unrunnable Java byte code
*       bug 407297 - [1.8][compiler] Control generation of parameter names by option
*******************************************************************************/
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*         bug 186342 - [compiler][null] Using annotations for null checking
*         bug 395002 - Self bound generic class doesn't resolve bounds properly for wildcards for certain parametrisation.
*         Bug 415043 - [1.8][null] Follow-up re null type annotations after bug 392099
*         bug 413958 - Function override returning inherited Generic Type
*         Bug 400874 - [1.8][compiler] Inference infrastructure
 should evolve to meet JLS8 18.x (Part G of JSR335 spec)
*         Bug 424710 - [1.8][compiler] CCE in SingleNameReference.localVariableBinding
*         Bug 423505 - [1.8] Implement "18.5.4 More Specific Method Inference"
*         Bug 427438 - [1.8][compiler] NPE at
org.eclipse.jdt.internal.compiler.ast.ConditionalExpression.generateCode(ConditionalExpression.java:280)
*         Bug 418743 - [1.8][null] contradictory annotations on invocation of generic method not reported
*         Bug 416182 - [1.8][compiler][null] Contradictory null annotations not rejected
*         Bug 429958 - [1.8][null] evaluate new DefaultLocation attribute of @NonNullByDefault
*         Bug 434602 - Possible error with inferred null annotations leading to contradictory null annotations
*         Bug 434483 - [1.8][compiler][inference] Type inference not picked up with method reference
*         Bug 446442 - [1.8] merge null annotations from super methods
*         Bug 457079 - Regression: type
 inference
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*     Stephan Herrmann - Contributions for
*         bug 366003 - CCE in ASTNode.resolveAnnotations(ASTNode.java:639)
*         bug 383973 - [1.8][compiler] syntax recovery in the presence of default methods
*********************************************************************************/

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```

* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/parser/RecoveredType.java
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*            bug 336428 - [compiler][null] bogus warning "redundant null check" in condition of do {} while() loop
*        bug 186342 - [compiler][null] Using annotations for null checking
*        bug 365519 - editorial cleanup after bug 186342 and bug 365387
*        bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*        bug 365859 - [compiler][null]
 distinguish warnings based on flow analysis vs. null annotations
*        bug 385626 - @NonNull fails across loop boundaries
*        bug 345305 - [compiler][null] Compiler misidentifies a case of "variable can only be null"
*        bug 376263 - Bogus "Potential null pointer access" warning
*        bug 403147 - [compiler][null] FUP of bug 400761: consolidate interaction between unboxing, NPE, and deferred
checking
*        bug 406384 - Internal error with I20130413
*        Bug 415413 - [compiler][null] NullpointerException in Null Analysis caused by interaction of
```

LoopingFlowContext and FinallyFlowContext
* Bug 453483 - [compiler][null][loop] Improve null analysis for loops
* Bug 455557 - [jdt] NPE LoopingFlowContext.recordNullReference
* Bug 455723 - Nonnull argument not correctly inferred in loop
* Bug 415790 - [compiler][resource]Incorrect potential resource leak warning in for loop with close in try/catch
* Bug 421035 - [resource]
False alarm of resource leak warning when casting a closeable in its assignment
* Jesper S Moller - contributions for
* bug 404657 - [1.8][compiler] Analysis for effectively final variables fails to consider loops
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*            bug 185682 - Increment/decrement operators mark local variables as read
*       bug 186342 - [compiler][null] Using annotations for null checking
*       bug 365519 - editorial cleanup after bug 186342 and bug 365387
*       bug 368546 - [compiler][resource] Avoid remaining false positives found when compiling the Eclipse SDK
*       bug 345305 - [compiler][null]
 Compiler misidentifies a case of "variable can only be null"
*       Bug 414380 - [compiler][internal] QualifiedNameReference#indexOfFirstFieldBinding does not point to the first
field
*       Bug 458396 - NPE in CodeStream.invoke()
*     Jesper S Moller - Contributions for
*       bug 382721 - [1.8][compiler] Effectively final variables needs special treatment
*       bug 331649 - [compiler][null] consider null annotations for fields
*       bug 383368 - [compiler][null] syntactic null analysis for field references
*       bug 402993 - [null] Follow up of bug 401088: Missing warning about redundant null check
*     Jesper S Moller <jesper@selskabet.org> - Contributions for
*       bug 378674 - "The method can be declared as static" is wrong
*******************************************************************************/
```

Found in path(s):
* /ecj-3-26-0-sources-3-jar/org/eclipse/jdt/internal/compiler/ast/QualifiedNameReference.java

1.1686 free-type 11.0.16+8

1.1686.1 Available under license :

```
# Files that don't get a copyright, or which are taken from elsewhere.
#
# All lines in this file are patterns (relative to the top-level directory),
# including the comment lines; this means that e.g. `FTL.TXT' matches all
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# to the current directory, always starting with `./').
#
```

```
# Don't put empty lines into this file!
#
builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT
#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/ftzconf.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
```

src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
EOF

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Jackson JSON processor

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

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// Original can be found at:
//   https://bitbucket.org/lindenlab/llsd
// Modifications by Joshua Bell inexorabletash@gmail.com
//   https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Krhonos Typed Array Specification
//   Ref: http://www.khronos.org/registry/typedarray/specs/latest/
//   Date: 2011-02-01
//
// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])

1.1694 log4j-jcl 2.19.0

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1. Seti UI - A subtle dark colored UI theme for Atom. (https://github.com/jesseweed/seti-ui)

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Martin Richards
23 February 2007

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  new XElement("p", "XML version by Jon Bosak, 1996-1997."),
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  <OutputType>Exe</OutputType>
  <ApplicationManifest>App.manifest</ApplicationManifest>
  <!-- Blocked on ILAsm supporting embedding resources. See https://github.com/dotnet/coreclr/issues/20819 -->
  <IlrtTestKind>BuildOnly</IlrtTestKind>
  <!-- Test unsupported outside of windows -->
  <TestUnsupportedOutsideWindows>true</TestUnsupportedOutsideWindows>
  <DisableProjectBuild Condition="'$(TargetsUnix)' == 'true'">true</DisableProjectBuild>
  <!-- This test would require the runincontext.exe to include App.manifest describing the COM interfaces -->
  <UnloadabilityIncompatible>true</UnloadabilityIncompatible>
 </PropertyGroup>
 <ItemGroup>
  <Compile Include="Program.cs" />
  <Compile Include="../../ServerContracts/Server.CoClasses.cs" />
  <Compile Include="../../ServerContracts/Server.Contracts.cs" />
  <Compile Include="../../ServerContracts/ServerGuids.cs" />
 </ItemGroup>
 <ItemGroup>
  <ProjectReference
 Include="../../NativeServer/CMakeLists.txt" />
  <ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
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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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Bit Twiddling Hacks

By Sean Eron Anderson
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https://github.com/santoshsahoo/nbench (mirror of the same code)

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1.1699 protobuf-java 3.19.6

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf
Bnd-LastModified: 1664485905970
Build-Jdk: 1.8.0_181-google-v7
Built-By: mkruskal
Bundle-Description: Core Protocol Buffers library. Protocol Buffers are
a way of encoding structured data in an efficient yet extensible for
mat.
Bundle-DocURL: https://developers.google.com/protocol-buffers/
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Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Core]
Bundle-SymbolicName: com.google.protobuf
Bundle-Version: 3.19.6
Created-By: Apache Maven Bundle Plugin
Export-Package: com.google.protobuf;version="3.19.6"
Import-Package: sun.misc;resolution:=optional,com.google.protobuf;versio
n="[3.19,4)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.0.0.201509101326

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* /protobuf-java-3-19-6-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-19-6-jar/google/protobuf/struct.proto
* /protobuf-java-3-19-6-jar/google/protobuf/wrappers.proto
* /protobuf-java-3-19-6-jar/google/protobuf/type.proto
* /protobuf-java-3-19-6-jar/google/protobuf/empty.proto
*
/protobuf-java-3-19-6-jar/google/protobuf/any.proto
* /protobuf-java-3-19-6-jar/google/protobuf/descriptor.proto

* /protobuf-java-3-19-6-jar/google/protobuf/duration.proto
* /protobuf-java-3-19-6-jar/google/protobuf/field_mask.proto
* /protobuf-java-3-19-6-jar/google/protobuf/compiler/plugin.proto
* /protobuf-java-3-19-6-jar/google/protobuf/source_context.proto
* /protobuf-java-3-19-6-jar/google/protobuf/api.proto

1.1700 hibernate-c3p0 5.6.12.Final

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* /hibernate-c3p0-5-6-12-final-sources-jar/org/hibernate/c3p0/internal/C3P0MessageLogger.java
* /hibernate-c3p0-5-6-12-final-sources-jar/org/hibernate/c3p0/internal/package-info.java
* /hibernate-c3p0-5-6-12-final-sources-jar/org/hibernate/c3p0/internal/C3P0ConnectionProvider.java
* /hibernate-c3p0-5-6-12-final-sources-jar/org/hibernate/c3p0/internal/StrategyRegistrationProviderImpl.java
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#
org.hibernate.c3p0.internal.StrategyRegistrationProviderImpl

Found in path(s):
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1.1701 jaxrpc-api 1.1

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<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
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  <groupId>org.sonatype.oss</groupId>
  <artifactId>oss-parent</artifactId>
  <version>7</version>
 </parent>

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 <packaging>bundle</packaging>
 <version>1.1</version>

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 <description>This bundle wraps jaxrpc-api-1.1.jar and makes it work in Apache Felix.</description>
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 <inceptionYear>2014</inceptionYear>

 <organization>
  <name>Six Dimensions</name>
  <url>http://www.sixdimensions.com</url>
 </organization>
 <developers>
  <developer>
   <name>Dan Klco</name>
   <email>dan.klco@sixdimensions.com</email>
  </developer>
 </developers>
 <licenses>
  <license>
   <name>Apache
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   <url>http://www.apache.org/licenses/LICENSE-2.0</url>
  </license>

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<scm>
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 <developerConnection>scm:git:git@github.com:SixDimensions/jaxrpc-api.git</developerConnection>
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 <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
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   <artifactId>maven-bundle-plugin</artifactId>
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   <extensions>true</extensions>
   <configuration>
    <instructions>
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      jaxrpc-api
     </Embed-Dependency>
     <Export-Package>
      javax.xml.rpc,
      javax.xml.rpc.encoding,
      javax.xml.rpc.handler,
      javax.xml.rpc.handler.soap,
      javax.xml.rpc.holders,
      javax.xml.rpc.server,
      javax.xml.rpc.soap
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  <plugin>
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   <version>1.7.0</version>
  </plugin>
  <plugin>
   <groupId>org.apache.maven.plugins</groupId>
   <artifactId>maven-source-plugin</artifactId>
   <version>2.1.2</version>
   <executions>
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     <id>create-sources</id>
     <phase>verify</phase>
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       <goal>jar-no-fork</goal>
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    </configuration>
   </plugin>
   <plugin>
    <groupId>org.apache.maven.plugins</groupId>
    <artifactId>maven-javadoc-plugin</artifactId>
    <version>2.8.1</version>
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      </goals>
     </execution>
    </executions>
   </plugin>
  </plugins>
 </build>

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   <groupId>javax.xml</groupId>
   <artifactId>jaxrpc-api</artifactId>
   <version>1.1</version>
  </dependency>
 </dependencies>


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   <id>release-sign-artifacts</id>
   <activation>
    <property>
     <name>performRelease</name>
     <value>true</value>
    </property>
   </activation>
  </profile>
 </profiles>
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Found
in path(s):
* /jaxrpc-api-jaxrpc-api-1-1-zip/jaxrpc-api-jaxrpc-api-1.1/pom.xml

1.1702 apache-commons-text 1.2

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1.1703 zlib 1.2.13

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1.1704 openjdk 1.8.0u352

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

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

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

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

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

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
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module is selected.

* java.sun.security.ssl

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

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

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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org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.1708 jackson 2.14.0

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1.1711 jackson-dataformat-yaml 2.14.0

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1.1715 jackson-xc 2.14.0

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1.1716 async 3.2.4

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1.1723 openssl 1.1.1s

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* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetEncoderHandler.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetDecoder.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuCharsetDecoderHandler.java
*
/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/codec/NuAbstractCharsetHandler.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/ReferenceCountedFileDescriptor.java
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* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/BasePosixProcess.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/LibC.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/WindowsProcess.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/EpollEvent.java
*
/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/IEventProcessor.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/ProcessEpoll.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LibEpoll.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcess.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/ProcessCompletions.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/NuKernel32.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcessBuilder.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LinProcessFactory.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuAbstractProcessHandler.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/LibKevent.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcessHandler.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/OsxProcess.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/WinProcessFactory.java
*
/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/BaseEventProcessor.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcessFactory.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LinuxProcess.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/ProcessKqueue.java
* /nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/OsxProcessFactory.java
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1.1725 babel-plugin-transform-runtime 7.19.6

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1.1726 @babel/preset-env 7.20.2

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1.1727 snake-yaml 1.33

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* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/util/ArrayUtils.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/serializer/SerializerException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
*
 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/CollectionStartEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/emitter/Emitter.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/scanner/Constant.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/Constructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/scanner/Scanner.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/parser/ParserImpl.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/scanner/ScannerException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
*
 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/Yaml.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/reader/ReaderException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/DumperOptions.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/emitter/EmitterException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/representer/Representer.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/emitter/Emitable.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/error/MarkedYAMLException.java

* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java
*
 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/CommentToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/comments/CommentLine.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/representer/Represent.java
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 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/MappingNode.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/TagToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/Construct.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
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 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/Node.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/serializer/Serializer.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/error/Mark.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/error/YAMLException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/serializer/AnchorGenerator.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/TypeDescription.java
*
 /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/composer/ComposerException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/NodeId.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/util/UriEncoder.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/Tag.java

* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/parser/Production.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/reader/UnicodeReader.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/MethodProperty.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
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* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
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* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/util/EnumUtils.java
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* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/parser/ParserException.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/TagTuple.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/LoaderOptions.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
*
/snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/introspector/Property.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/resolver/Resolver.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/parser/Parser.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/util/ArrayStack.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/composer/Composer.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
*
/snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/AliasToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/ScalarToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/ValueToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/Token.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-1-33-sources-4-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java

1.1728 gson 2.10

1.1728.1 Available under license :

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Manifest-Version: 1.0
Created-By: 17.0.4.1 (Oracle Corporation)
Build-Jdk-Spec: 17
Bnd-LastModified: 1666660169762
Bundle-ContactAddress: https://github.com/google/gson
Bundle-Description: Gson JSON library
Bundle-DocURL: https://github.com/google/gson/gson
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICEN
SE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:g
it:https://github.com/google/gson.git/gson",developer-connection="scm:g
it:git@github.com:google/gson.git/gson",tag="gson-parent-2.10"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project
Bundle-Version: 2.10.0
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.googl
e.gson.stream";version="2.10.0",com.google.gson.annotations;version="2.
10.0",com.google.gson.reflect;version="2.10.0",com.google.gson.stream;v
ersion="2.10.0"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotation
s
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.3.1.202206071316
Multi-Release: true

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

1.1729 tomcat-jdbc 9.0.69

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1.1730 tomcat-catalina-jmx-remote 9.0.14

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1.1731 jre 25.352

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1.1738 @babel/core 7.20.5

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1.1740 apache-common-codec 1.15

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1.1741 google-guava v29.0

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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
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* /guava-29-0-jre-sources-jar/com/google/common/collect/Serialization.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Collections2.java
*
/guava-29-0-jre-sources-jar/com/google/common/collect/HashBasedTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/SingletonImmutableBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularImmutableBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/EmptyImmutableListMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMapKeySet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/TreeBasedTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularImmutableMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Table.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMultiset.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/StandardTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/UnmodifiableIterator.java
*
/guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMapValues.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Platform.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableCollection.java
* /guava-29-0-jre-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/CollectPreconditions.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/PeekingIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Tables.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSortedSet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Range.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/StandardRowSortedTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableEntry.java
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* Holder for web specializations of methods of {@code Shorts}. Intended to be empty for regular
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/ImmutableSupplier.java
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* /guava-29-0-jre-sources-jar/com/google/common/base/JdkPattern.java
* /guava-29-0-jre-sources-jar/com/google/common/base/CommonPattern.java
* /guava-29-0-jre-sources-jar/com/google/common/base/CommonMatcher.java
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*/
/**
  * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
  * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
  * version.
  *
  * @throws UnsupportedOperationException always
```

```
 * @deprecated <b>Pass a key of type {@code Comparable}
to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}.</b>
 */
```

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* /guava-29-0-jre-sources-jar/com/google/common/graph/MapRetrievalCache.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /guava-29-0-jre-sources-
jar/com/google/common/collect/LinkedHashMultimapGwtSerializationDependencies.java
*
 /guava-29-0-jre-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/ValueGraphBuilder.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/StandardNetwork.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/EndpointPair.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractNetwork.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/DirectedGraphConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/CollectCollectors.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/StandardMutableNetwork.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RangeGwtSerializationDependencies.java
*
 /guava-29-0-jre-sources-jar/com/google/common/graph/GraphBuilder.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/StandardValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/UndirectedMultiNetworkConnections.java

* /guava-29-0-jre-sources-jar/com/google/common/graph/ElementOrder.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/ForwardingNetwork.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/StandardMutableGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/NetworkBuilder.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMultisetGwtSerializationDependencies.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractGraph.java
*
/guava-29-0-jre-sources-jar/com/google/common/graph/AbstractGraphBuilder.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Comparators.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/ImmutableValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/DirectedNetworkConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/ForwardingValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/StandardMutableValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/MutableValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/EdgesConnecting.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/GraphConstants.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/ValueGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/NetworkConnections.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/EndpointPairIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/GraphConnections.java
*
/guava-29-0-jre-sources-jar/com/google/common/graph/MapIteratorCache.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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/**
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.
*/

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* /guava-29-0-jre-sources-jar/com/google/common/io/Flushables.java
* /guava-29-0-jre-sources-jar/com/google/common/base/FinalizableWeakReference.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Charsets.java
*
/guava-29-0-jre-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/HashBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Function.java
* /guava-29-0-jre-sources-jar/com/google/common/base/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/io/LittleEndianDataInputStream.java
* /guava-29-0-jre-sources-jar/com/google/common/io/LineReader.java
* /guava-29-0-jre-sources-jar/com/google/common/io/ByteStreams.java
* /guava-29-0-jre-sources-jar/com/google/common/io/LineBuffer.java
* /guava-29-0-jre-sources-jar/com/google/common/io/Closeables.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ListenableFuture.java
* /guava-29-0-jre-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Suppliers.java
*
/guava-29-0-jre-sources-jar/com/google/common/util/concurrent/DirectExecutor.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Predicate.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Supplier.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CountingInputStream.java
* /guava-29-0-jre-sources-jar/com/google/common/base/FinalizableSoftReference.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Functions.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Predicates.java

* /guava-29-0-jre-sources-jar/com/google/common/io/Files.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/Subscribe.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CharStreams.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/EventBus.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionList.java
*
 /guava-29-0-jre-sources-jar/com/google/common/base/Preconditions.java
* /guava-29-0-jre-sources-jar/com/google/common/io/Resources.java
* /guava-29-0-jre-sources-jar/com/google/common/io/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/base/AbstractIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Objects.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Throwables.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Primitives.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Interners.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Defaults.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CountingOutputStream.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/AsyncEventBus.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/DeadEvent.java
*
 /guava-29-0-jre-sources-jar/com/google/common/io/MultiInputStream.java
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* /guava-29-0-jre-sources-jar/com/google/common/base/Utf8.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/HashingInputStream.java
*
 /guava-29-0-jre-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CharSequenceReader.java

* /guava-29-0-jre-sources-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/Runnables.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Verify.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractTable.java
* /guava-29-0-jre-sources-jar/com/google/common/base/VerifyException.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableBiMap.java

* /guava-29-0-jre-sources-jar/com/google/common/collect/BaseImmutableMultimap.java
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* /guava-29-0-jre-sources-jar/com/google/common/hash/LongAdder.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/Striped64.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingMapEntry.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/HashMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableList.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularImmutableSet.java
*
 /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingQueue.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ReverseOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingSortedMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/TreeMultimap.java

* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractListMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Multisets.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingSortedSet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/HashMultiset.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractMapBasedMultiset.java
*
/guava-29-0-jre-sources-jar/com/google/common/collect/AbstractMapBasedMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/LinkedHashMultiset.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Synchronized.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Multiset.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ByFunctionOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/BiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/NaturalOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingSet.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingObject.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/NullsFirstOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Iterables.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/UsingToStringOrdering.java
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/guava-29-0-jre-sources-jar/com/google/common/collect/LinkedHashMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/SortedSetMultimap.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractMapEntry.java
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/guava-29-0-jre-sources-jar/com/google/common/collect/ExplicitOrdering.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/LexicographicalOrdering.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/Sets.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/TreeMultiset.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractSetMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ArrayListMultimap.java
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/guava-29-0-jre-sources-jar/com/google/common/collect/EnumHashBiMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Lists.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/LinkedListMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ConcurrentHashMultiset.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/MutableClassToInstanceMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Ordering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/MapDifference.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ComparatorOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Multimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/CompoundOrdering.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingListIterator.java
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* /guava-29-0-jre-sources-jar/com/google/common/reflect/TypeToken.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AggregateFuture.java
*
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* /guava-29-0-jre-sources-jar/com/google/common/escape/CharEscaper.java
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /guava-29-0-jre-sources-jar/com/google/common/base/CaseFormat.java
* /guava-29-0-jre-sources-jar/com/google/common/io/AppendableWriter.java
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* /guava-29-0-jre-sources-jar/com/google/common/base/Enums.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
*
/guava-29-0-jre-sources-jar/com/google/common/cache/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/cache/AbstractCache.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/PrimitiveSink.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/AbstractStreamingHasher.java
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* /guava-29-0-jre-sources-jar/com/google/common/primitives/UnsignedInteger.java
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* /guava-29-0-jre-sources-jar/com/google/common/net/HttpHeaders.java
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* /guava-29-0-jre-sources-jar/com/google/common/cache/RemovalListeners.java
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/UnsignedLongs.java
* /guava-29-0-jre-sources-jar/com/google/common/cache/LoadingCache.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/BoundType.java
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/Uninterruptibles.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/Queues.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/FutureCallback.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/TreeRangeSet.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java
* /guava-29-0-jre-sources-jar/com/google/common/math/IntMath.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularContiguousSet.java
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* /guava-29-0-jre-sources-jar/com/google/common/cache/RemovalListener.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
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* /guava-29-0-jre-sources-jar/com/google/common/math/DoubleUtils.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /guava-29-0-jre-sources-jar/com/google/common/cache/RemovalNotification.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/SortedMapDifference.java
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 /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingSetMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RowSortedTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/UnmodifiableListIterator.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/Count.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSortedMultisetFauxverideShim.java
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*/
/**
* Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
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*/

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* /guava-29-0-jre-sources-jar/com/google/common/collect/SortedLists.java
* /guava-29-0-jre-sources-jar/com/google/common/annotations/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Equivalence.java
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* /guava-29-0-jre-sources-jar/com/google/common/net/package-info.java
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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/package-info.java
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Found in path(s):
* /guava-29-0-jre-sources-jar/com/google/common/reflect/Element.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /guava-29-0-jre-sources-jar/com/google/common/io/Closer.java
* /guava-29-0-jre-sources-jar/com/google/common/math/PairedStats.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/RateLimiter.java
*
 /guava-29-0-jre-sources-jar/com/google/common/math/LinearTransformation.java
* /guava-29-0-jre-sources-jar/com/google/common/io/FileWriteMode.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/Invokable.java
* /guava-29-0-jre-sources-jar/com/google/common/cache/LongAddables.java
* /guava-29-0-jre-sources-jar/com/google/common/io/BaseEncoding.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /guava-29-0-jre-sources-jar/com/google/common/cache/LongAddable.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/Parameter.java

* /guava-29-0-jre-sources-jar/com/google/common/escape/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableRangeSet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableRangeMap.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/AbstractInvocationHandler.java
*
 /guava-29-0-jre-sources-jar/com/google/common/collect/CartesianList.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /guava-29-0-jre-sources-jar/com/google/common/html/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/LongAddable.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/ClassPath.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/LongAddables.java
* /guava-29-0-jre-sources-jar/com/google/common/io/ByteSource.java
* /guava-29-0-jre-sources-jar/com/google/common/io/ByteSink.java
* /guava-29-0-jre-sources-jar/com/google/common/math/PairedStatsAccumulator.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/TypeCapture.java
* /guava-29-0-jre-sources-jar/com/google/common/reflect/TypeToInstanceMap.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CharSource.java
* /guava-29-0-jre-sources-jar/com/google/common/math/Stats.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/ChecksumHashFunction.java
*
 /guava-29-0-jre-sources-jar/com/google/common/base/StandardSystemProperty.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/AbstractByteHasher.java
* /guava-29-0-jre-sources-jar/com/google/common/io/CharSink.java
* /guava-29-0-jre-sources-jar/com/google/common/math/StatsAccumulator.java
* /guava-29-0-jre-sources-jar/com/google/common/xml/package-info.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/FilteredKeyMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/SipHashFunction.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
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* /guava-29-0-jre-sources-jar/com/google/common/graph/AbstractBaseGraph.java
* /guava-29-0-jre-sources-jar/com/google/common/graph/Traverser.java
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/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
  * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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  */
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* /guava-29-0-jre-sources-jar/com/google/common/primitives/Doubles.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Converter.java
* /guava-29-0-jre-sources-jar/com/google/common/escape/UnicodeEscaper.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Bytes.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Shorts.java
*
/guava-29-0-jre-sources-jar/com/google/common/primitives/Booleans.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Floats.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Joiner.java
* /guava-29-0-jre-sources-jar/com/google/common/base/Stopwatch.java
* /guava-29-0-jre-sources-jar/com/google/common/io/MultiReader.java
* /guava-29-0-jre-sources-jar/com/google/common/net/PercentEscaper.java
* /guava-29-0-jre-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /guava-29-0-jre-sources-jar/com/google/common/net/InetAddresses.java
* /guava-29-0-jre-sources-jar/com/google/common/base/internal/Finalizer.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Ints.java
* /guava-29-0-jre-sources-jar/com/google/common/escape/Escaper.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/SequentialExecutor.java
*
/guava-29-0-jre-sources-jar/com/google/common/primitives/Longs.java
* /guava-29-0-jre-sources-jar/com/google/common/io/FileBackedOutputStream.java
* /guava-29-0-jre-sources-jar/com/google/common/base/CharMatcher.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/FluentIterable.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/Chars.java
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```
 * As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
 * java.util.HashMap
class.
 */
```

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* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/Striped.java
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*/
/*
 * This following method is a modified version of one found in
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* /guava-29-0-jre-sources-jar/com/google/common/hash/AbstractHashFunction.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingCondition.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/ImmutableLongArray.java
*
/guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingLock.java
* /guava-29-0-jre-sources-jar/com/google/common/primitives/ImmutableIntArray.java
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*/
/**
* Holder for extra methods of {@code Objects} only in web. Intended to be empty for regular
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*/

Found in path(s):
* /guava-29-0-jre-sources-jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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*/
/**
* Holder for web specializations of methods of {@code Floats}. Intended to be empty for regular
* version.
*/

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* /guava-29-0-jre-sources-jar/com/google/common/primitives/FloatsMethodsForWeb.java
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* /guava-29-0-jre-sources-jar/com/google/common/eventbus/Dispatcher.java
* /guava-29-0-jre-sources-jar/com/google/common/math/Quantiles.java
* /guava-29-0-jre-sources-jar/com/google/common/base/MoreObjects.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/Subscriber.java
*
/guava-29-0-jre-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /guava-29-0-jre-sources-jar/com/google/common/eventbus/SubscriberRegistry.java
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/**
  * Returns an array containing all of the elements in the specified collection. This method
  * returns the elements in the order they are returned by the collection's iterator. The returned
  * array is "safe" in that no references to it are maintained by the collection. The caller is
  * thus free to modify the returned
 array.
  *
  * <p>This method assumes that the collection size doesn't change while the method is running.
  *
  * <p>TODO(kevinb): support concurrently modified collections?
  *
  * @param c the collection for which to return an array of elements
  */
```

Found in path(s):
* /guava-29-0-jre-sources-jar/com/google/common/collect/ObjectArrays.java
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/*
  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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  */
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* /guava-29-0-jre-sources-jar/com/google/common/hash/FarmHashFingerprint64.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/MacHashFunction.java
*
 /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/Platform.java
* /guava-29-0-jre-sources-jar/com/google/common/util/concurrent/AsyncCallable.java
* /guava-29-0-jre-sources-jar/com/google/common/hash/LittleEndianByteArray.java
* /guava-29-0-jre-sources-jar/com/google/common/io/ReaderInputStream.java
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* /guava-29-0-jre-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/DiscreteDomain.java
*
/guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java

* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableSortedMap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/SingletonImmutableTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ComputationException.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/RegularImmutableList.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/SingletonImmutableList.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ComparisonChain.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ArrayTable.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableEnumSet.java
*
/guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableAsList.java
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* /guava-29-0-jre-sources-jar/com/google/common/io/MoreFiles.java
* /guava-29-0-jre-sources-jar/com/google/common/collect/ImmutableMapEntry.java

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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Synchronized.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingCollection.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/NullsFirstOrdering.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractMapEntry.java
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/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/package-info.java
* /jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/eventbus/SubscriberFindingStrategy.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Constraints.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Iterables.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/Files.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Supplier.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/MapConstraints.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSet.java
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/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/package-info.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Predicate.java
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*
/jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedSet.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/HashMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ByFunctionOrdering.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/Iterators.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ImmutableList.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/CountingOutputStream.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TreeMultimap.java

* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/NullsLastOrdering.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/GenericMapMaker.java
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Found in path(s):
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/AtomicDoubleArray.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/Striped64.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LongAdder.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ImmutableRangeMap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/BaseEncoding.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/GwtWorkarounds.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/FilteredKeyMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/hash/ChecksumHashFunction.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/hash/SipHashFunction.java
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Found in path(s):
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/FilteredSetMultimap.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/reflect/Parameter.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LongAddable.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/cache/LongAddables.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/StandardSystemProperty.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/reflect/TypeCapture.java
*

/jersey-guava-2-25-1-sources-
jar/jersey/repackaged/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/FilteredKeyListMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/TransformedListIterator.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/UnmodifiableSortedMultiset.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/hash/AbstractByteHasher.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/io/CharSink.java
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  *
  * As of 2010/06/11, this method is identical to the (package private) hash
  * method in OpenJDK 7's java.util.HashMap
 class.
  */
```

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 /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Strings.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/ListeningExecutorService.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/RowSortedTable.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/util/concurrent/Monitor.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Equivalence.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/AbstractSequentialIterator.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingImmutableCollection.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSetMultimap.java
* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/net/package-info.java
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 /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/ForwardingSortedSetMultimap.java

* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/collect/UnmodifiableListIterator.java
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* /jersey-guava-2-25-1-sources-jar/jersey/repackaged/com/google/common/base/Ascii.java
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  * This method was rewritten in Java from an intermediate step of the Murmur hash function in
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1.1752 reload4j 2.17.1

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David Rankin <drankin@bohemians.lexington.ky.us> - libwrap, AIX, NetBSD fixes
Dag-Erling Smrgrav <des at freebsd.org> - Challenge-Response PAM code.
Dhiraj Gulati <dgulati@sco.com> - UnixWare long passwords
Ed Eden <ede370@stl.rural.usda.gov> - configure fixes
Garrick James <garrick@james.net> - configure fixes
Gary E. Miller <gem@rellim.com> - SCO support
Ged Lodder <lodder@yacc.com.au> - HPUX fixes and enhancements
Gert Doering <gd@hilb1.medat.de> - bug and portability fixes
HARUYAMA Seigo <haruyama@unixuser.org>
- Translations & doc fixes
Hideaki YOSHIFUJI <yoshfuji@ecei.tohoku.ac.jp> - IPv6 and bug fixes
Hiroshi Takekawa <takekawa@sr3.t.u-tokyo.ac.jp> - Configure fixes
Holger Trapp <Holger.Trapp@Informatik.TU-Chemnitz.DE> - KRB4/AFS config patch
IWAMURO Motonori <iwa@mmp.fujitsu.co.jp> - bugfixes
Jani Hakala <jahakala@cc.jyu.fi> - Patches
Jarno Huuskonen <jhuuskon@hytti.uku.fi> - Bugfixes
Jim Knoble <jmknoble@pobox.com> - Many patches
Jonchen (email unknown) - the original author of PAM support of SSH
Juergen Keil <jk@tools.de> - scp bugfixing
KAMAHARA Junzo <kamahara@cc.kshosen.ac.jp> - Configure fixes
Kees Cook <cook@cpoint.net> - scp fixes
Kenji Miyake <kenji@miyake.org> - Configure fixes
Kevin Cawlfield <cawlfiel@us.ibm.com> - AIX fixes.
Kevin O'Connor <kevin_oconnor@standardandpoors.com> - RSAless operation
Kevin Steves <stevesk@pobox.com> - HP support, bugfixes, improvements
Kiyokazu SUTO <suto@ks-and-ks.ne.jp> - Bugfixes
Larry Jones <larry.jones@sdrc.com> - Bugfixes
Lutz Jaenicke
<Lutz.Jaenicke@aet.TU-Cottbus.DE> - Bugfixes
Marc G. Fournier <marc.fournier@acadiau.ca> - Solaris patches
Mark D. Baushke <mdb@juniper.net> - bug fixes
Martin Johansson <fatbob@acc.umu.se> - Linux fixes
Mark D. Roth <roth+openssh@feep.net> - Features, bug fixes
Mark Miller <markm@swoon.net> - Bugfixes
Matt Richards <v2matt@btv.ibm.com> - AIX patches
Michael Steffens <michael_steffens at hp.com> - HP-UX fixes
Michael Stone <mstone@cs.loyola.edu> - Irix enhancements
Nakaji Hiroyuki <nakaji@tutrp.tut.ac.jp> - Sony News-OS patch
Nalin Dahyabhai <nalin.dahyabhai@pobox.com> - PAM environment patch
Nate Itkin <nitkin@europa.com> - SunOS 4.1.x fixes
Niels Kristian Bech Jensen <nkbj@image.dk> - Assorted patches
Pavel Kankovsky <peak@argo.troja.mff.cuni.cz> - Security fixes
Pavel Troller <patrol@omni.sinus.cz> - Bugfixes
Pekka Savola <pekkas@netcore.fi> - Bugfixes
Peter Kocks <peter.kocks@baygate.com> - Makefile fixes
Peter Stuge <stuge@cdy.org> - mdoc2man.awk script
Phil Hands <phil@hands.com>

- Debian scripts, assorted patches
Phil Karn <karn@ka9q.ampr.org> - Autoconf fixes
Philippe WILLEM <Philippe.WILLEM@urssaf.fr> - Bugfixes
Phill Camp <P.S.S.Camp@ukc.ac.uk> - login code fix
Rip Loomis <loomisg@cist.saic.com> - Solaris package support, fixes
Robert Dahlem <Robert.Dahlem at siemens.com> - Reliant Unix fixes
Roumen Petrov <openssh@roumenpetrov.info> - Compile & configure fixes
SAKAI Kiyotaka <ksakai@kso.netwk.ntt-at.co.jp> - Multiple bugfixes
Simon Wilkinson <sxw@dcs.ed.ac.uk> - PAM fixes, Compat with MIT KrbV
Solar Designer <solar@openwall.com> - many patches and technical assistance
Svante Signell <svante.signell@telia.com> - Bugfixes
Thomas Neumann <tom@smart.ruhr.de> - Shadow passwords
Tim Rice <tim@multitalents.net> - Portability & SCO fixes
Tobias Oetiker <oetiker@ee.ethz.ch> - Bugfixes
Tom Bertelson's <tbert@abac.com> - AIX auth fixes
Tor-Ake Fransson <torake@hotmail.com> - AIX support
Tudor Bosman <tudorb@jm.nu> - MD5 password support
Udo Schweigert <ust@cert.siemens.de>
- ReliantUNIX support
Wendy Palm <wendyp at cray.com> - Cray support.
Zack Weinberg <zack@wolery.cumb.org> - GNOME askpass enhancement

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1. Seti UI - A subtle dark colored UI theme for Atom. (https://github.com/jesseweed/seti-ui)

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51. textmate/ruby.tmbundle
    (https://github.com/textmate/ruby.tmbundle)
52. textmate/shellscript.tmbundle (https://github.com/textmate/shellscript.tmbundle)
53. textmate/sql.tmbundle (https://github.com/textmate/sql.tmbundle)
54. textmate/yaml.tmbundle (https://github.com/textmate/yaml.tmbundle)
55. TypeScript-TmLanguage version 0.1.8 (https://github.com/Microsoft/TypeScript-TmLanguage)
56. vscode-swift version 0.0.1 (https://github.com/owensd/vscode-swift)

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1.1763 core.system.serviceprocess 2.0.1

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1.1768 system-io-compression 4.3.0

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1.1769 system-net-http 4.3.4

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1.1770 system-runtime-windowsruntime 4.7.0

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

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1.1771

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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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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Writer.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Reader.java

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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamWriter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonMapConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/CGLIBProxyTypePermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/ProxyTypePermission.java

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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/DurationConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/PeriodConverter.java

* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/MonthDayConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/AbstractSecurityException.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/InputManipulationException.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/AbstractSingleValueConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/SingleValueConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil15.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDomDriver.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/KXml2DomDriver.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/AbstractChronoLocalDateConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/ThaiBuddhistDateConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDriver.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/DocumentReader.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/DocumentWriter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/util/Cloneables.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/NamedMapConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/DynamicProxyConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/AbstractReferenceMarshaller.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/SunUnsafeReflectionProvider.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/AnnotationConfiguration.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriterHelper.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JWriter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3DomBuilder.java
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Found in path(s):
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalIntConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalLongConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXmlDriver.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/ToStringConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/annotations/XStreamImplicit.java
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Found in path(s):

* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/javabean/PropertySorter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/javabean/NativePropertySorter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/javabean/ComparingPropertySorter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicLongConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicIntegerConverter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/util/Base64JavaUtilCodec.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/StringCodec.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/util/Base64JAXBCodec.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/annotations/AnnotationReflectionConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/annotations/AnnotationProvider.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/annotations/XStreamContainedType.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/annotations/Annotations.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JReader.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_312
Specification-Title: XStream Core
Specification-Vendor: XStream
Implementation-Title: XStream Core
Implementation-Version: 1.4.20
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: 1.4.20
Eclipse-SourceBundle: xstream;version=1.4.20
Specification-Version: 1.4
X-Build-Os: Linux
X-Build-Time: 2022-12-23T23:21:05Z
X-Builder: Maven 3.8.6
X-Compile-Source: 1.4
X-Compile-Target: 1.4

Found in path(s):
* /xstream-1-4-20-sources-jar/META-INF/MANIFEST.MF
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXmlReader.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReplacer.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/DataHolder.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/StreamException.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/JavaFieldConverter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/SecurityMapper.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/NoTypePermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/TypePermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/AnyTypePermission.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/NoPermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/ExplicitTypePermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/RegExpTypePermission.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/NamedCollectionConverter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/WstxDriver.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/enums/EnumToStringConverter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/YearMonthConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/OffsetTimeConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/AttributeAliasingMapper.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/StringBuilderConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/UUIDConverter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/TreeMarshallingStrategy.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshallingStrategy.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/JDomReader.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/JDomWriter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XomWriter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/util/Types.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XppReader.java
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Found in path(s):
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/ConverterMatcher.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/MXParserDomDriver.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/package.html
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/collections/package.html
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Found in path(s):
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/FloatConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/CharConverter.java
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Found in path(s):
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* Created on 26. September 2007 by Joerg Schaible

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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReader.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyWriter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/BigIntegerConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/basic/BigDecimalConverter.java
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* Created on 08. January 2016 by Joerg Schaible, factored out from FieldAliasingMapper.
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/ElementIgnoringMapper.java
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* Created on 3. August 2010 by Joerg Schaible
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/SystemAttributeAliasingMapper.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/mapper/AbstractAttributeAliasingMapper.java
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* com.thoughtworks.xstream.converters.reflection.
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/util/SelfStreamingInstanceChecker.java
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c.t.x.converters.reflection.SerializationMemberInvoker.
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/CurrencyConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/SqlDateConverter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/SqlTimeConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XStream11NameCoder.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/naming/NameCoderWrapper.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/naming/StaticNameCoder.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/naming/NoNameCoder.java
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* Created on 11. August 2011 by Joerg Schaible, code from XppDom.
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/collections/TreeSetConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/ToAttributedValueConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/core/SecurityUtils.java
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* Created on 10. April 2007 by Guilherme Silveira
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/SortableFieldKeySorter.java
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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/XppDomComparator.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/ConversionException.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/RegexPatternConverter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/extended/LookAndFeelConverter.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>
   * <p>
```

```
   * This method is also the standard mechanism for setting
   * extended handlers.</p>
   * <p>
   * <strong>Note</strong>: This implementation only supports two
   * (proprietary) properties: {@link #CONFIGURED_XSTREAM_PROPERTY}
   * and {@link #SOURCE_OBJECT_LIST_PROPERTY}.</p>
   *
   * @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).
   * <p>
   * 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:</p>
   * <blockquote>
   * <pre>
   *    parse(new InputSource(systemId));
   *  </pre>
   * </blockquote>
   * <p>
   * If the system identifier is a URL, it must be fully resolved
   * by the application before it is passed to the parser.</p>
   * <p>
   * <strong>Note</strong>: 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.</p>
   *
   * @param systemId the system identifier (URI).
   * @throws SAXException Any SAX exception, possibly wrapping
   *                   another exception.
   * @see #parse(org.xml.sax.InputSource)
   */

Found in path(s):
*
 /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/SaxWriter.java
```

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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKey.java

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Found in path(s):
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/persistence/FileStreamStrategy.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/persistence/StreamStrategy.java
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Found in path(s):
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XppDomReader.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/path/PathTracker.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/DomReader.java
* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
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* /xstream-1-4-20-sources-jar/com/thoughtworks/xstream/converters/time/ZonedDateTimeConverter.java
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1.1775 kotlin 1.13.0

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1.1776 asm 22.10.0

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1.1777 spring-context 5.3.25

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* /gson-2-8-9-sources-4-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /gson-2-8-9-sources-4-jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /gson-2-8-9-sources-4-jar/com/google/gson/stream/JsonWriter.java
* /gson-2-8-9-sources-4-jar/com/google/gson/stream/JsonReader.java
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*
 /gson-2-8-9-sources-4-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-8-9-sources-4-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-8-9-sources-4-jar/com/google/gson/Gson.java
* /gson-2-8-9-sources-4-jar/com/google/gson/annotations/SerializedName.java
* /gson-2-8-9-sources-4-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-8-9-sources-4-jar/com/google/gson/JsonIOException.java
* /gson-2-8-9-sources-4-jar/com/google/gson/JsonDeserializer.java

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1.1789 dom4j 2.1.4

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* /dom4j-2-1-4-sources-jar/org/dom4j/io/ElementStack.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FilterIterator.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/BranchTreeNode.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Comment.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/UserDataElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DOMSAXContentHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultComment.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/XMLErrorHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DOMDocumentResult.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMDocument.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/RuleSet.java
* /dom4j-2-1-4-sources-jar/org/dom4j/xpath/DefaultXPath.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/PruningElementStack.java
*
/dom4j-2-1-4-sources-jar/org/dom4j/datatype/InvalidSchemaException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/ProcessingInstruction.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Document.java
* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBWriter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractCharacterData.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/PruningDispatchHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractBranch.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/Action.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractDocumentType.java

* /dom4j-2-1-4-sources-jar/org/dom4j/DocumentType.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/XMLResult.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMComment.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dtd/AttributeDecl.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXEventRecorder.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultNamespace.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/JAXPHelper.java
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/dom4j-2-1-4-sources-jar/org/dom4j/bean/BeanMetaData.java
* /dom4j-2-1-4-sources-jar/org/dom4j/datatype/NamedTypeResolver.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/pattern/NodeTypePattern.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dtd/InternalEntityDecl.java
* /dom4j-2-1-4-sources-jar/org/dom4j/QName.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dtd/ExternalEntityDecl.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Attribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightText.java
* /dom4j-2-1-4-sources-jar/org/dom4j/InvalidXPathException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/SingleIterator.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightProcessingInstruction.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DocumentInputSource.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMEntityReference.java
* /dom4j-2-1-4-sources-jar/org/dom4j/CDATA.java
* /dom4j-2-1-4-sources-jar/org/dom4j/xpath/XPathPattern.java
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/dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMNamespace.java
* /dom4j-2-1-4-sources-jar/org/dom4j/datatype/DatatypeElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXModifyReader.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Branch.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DOMReader.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/NonLazyDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/ElementQNameIterator.java
* /dom4j-2-1-4-sources-jar/org/dom4j/ElementPath.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractEntity.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXModifyElementHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Entity.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/HTMLWriter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultCDATA.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/XPP3Reader.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/XMLTableModel.java
* /dom4j-2-1-4-sources-jar/org/dom4j/IllegalAddException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/xpath/DefaultNamespaceContext.java
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/dom4j-2-1-4-sources-jar/org/dom4j/datatype/DatatypeElementFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractCDATA.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractComment.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightComment.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/UserDataAttribute.java

* /dom4j-2-1-4-sources-jar/org/dom4j/rule/NullAction.java
* /dom4j-2-1-4-sources-jar/org/dom4j/datatype/DatatypeAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/QNameCache.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/SimpleSingleton.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Visitor.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXWriter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/NonLazyElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMDocumentType.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXModifier.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/IndexedElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/STAXEventWriter.java
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/dom4j-2-1-4-sources-jar/org/dom4j/XPathException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/XMLTableDefinition.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/pattern/DefaultPattern.java
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* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightCDATA.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/ProxyDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/UserDataDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMAttributeNodeMap.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/BackedList.java
* /dom4j-2-1-4-sources-jar/org/dom4j/bean/BeanDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/LeafTreeNode.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/Mode.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/IndexedDocumentFactory.java
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* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBModifier.java
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/dom4j-2-1-4-sources-jar/org/dom4j/io/SAXModifyException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractDocument.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractProcessingInstruction.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/OutputFormat.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/Pattern.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/DocumentTreeModel.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/NodeFilter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/RuleManager.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DocumentResult.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/NodeComparator.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dtd/ElementDecl.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/ContentListFacade.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractNode.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/XPPReader.java
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/dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBReader.java
* /dom4j-2-1-4-sources-jar/org/dom4j/ElementHandler.java

* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultEntity.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/NamespaceCache.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXModifyContentHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXValidator.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/BaseElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/SingletonStrategy.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DispatchHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBRuntimeException.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/ElementModifier.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXContentHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBObjectModifier.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultDocument.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Element.java
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/dom4j-2-1-4-sources-jar/org/dom4j/tree/FlyweightEntity.java
* /dom4j-2-1-4-sources-jar/org/dom4j/datatype/SchemaParser.java
* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBSupport.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/DocumentSource.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMProcessingInstruction.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMText.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultText.java
* /dom4j-2-1-4-sources-jar/org/dom4j/jaxb/JAXBObjectHandler.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/Stylesheet.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/PerThreadSingleton.java
* /dom4j-2-1-4-sources-jar/org/dom4j/datatype/DatatypeDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/CharacterData.java
* /dom4j-2-1-4-sources-jar/org/dom4j/DocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultElement.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultDocumentType.java
* /dom4j-2-1-4-sources-jar/org/dom4j/rule/Rule.java
* /dom4j-2-1-4-sources-jar/org/dom4j/DocumentException.java
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/dom4j-2-1-4-sources-jar/org/dom4j/tree/AbstractText.java
* /dom4j-2-1-4-sources-jar/org/dom4j/util/AttributeHelper.java
* /dom4j-2-1-4-sources-jar/org/dom4j/XPath.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Node.java
* /dom4j-2-1-4-sources-jar/org/dom4j/Namespace.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/DefaultProcessingInstruction.java
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* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMDocumentFactory.java
* /dom4j-2-1-4-sources-jar/org/dom4j/VisitorSupport.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMNodeHelper.java
* /dom4j-2-1-4-sources-jar/org/dom4j/bean/BeanAttribute.java
* /dom4j-2-1-4-sources-jar/org/dom4j/dom/DOMCDATA.java
* /dom4j-2-1-4-sources-jar/org/dom4j/swing/XMLTableColumnDefinition.java

* /dom4j-2-1-4-sources-jar/org/dom4j/bean/BeanElement.java
*
/dom4j-2-1-4-sources-jar/org/dom4j/io/DOMWriter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/tree/ElementNameIterator.java
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* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXHelper.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/XMLWriter.java
* /dom4j-2-1-4-sources-jar/org/dom4j/io/SAXReader.java
* /dom4j-2-1-4-sources-jar/org/dom4j/DocumentHelper.java

1.1790 boon 0.33

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* /boon-0-33-sources-2-jar/org/boon/Exceptions.java
* /boon-0-33-sources-2-jar/org/boon/logging/InMemoryThreadLocalLogger.java

* /boon-0-33-sources-2-jar/org/boon/json/implementation/JsonFastParser.java
* /boon-0-33-sources-2-jar/org/boon/di/Module.java
* /boon-0-33-sources-2-jar/org/boon/primitive/Chr.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/AnnotationData.java
*
/boon-0-33-sources-2-jar/org/boon/primitive/Shrt.java
* /boon-0-33-sources-2-jar/org/boon/di/modules/InstanceModule.java
* /boon-0-33-sources-2-jar/org/boon/sort/Ordering.java
* /boon-0-33-sources-2-jar/org/boon/sort/SortingInternal.java
* /boon-0-33-sources-2-jar/org/boon/validation/validators/DomainValidator.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/Annotated.java
* /boon-0-33-sources-2-jar/org/boon/json/implementation/JsonBaseByteArrayParser.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/fields/PropertyFieldAccessor.java
* /boon-0-33-sources-2-jar/org/boon/datarepo/impl/ObjectEditorDefault.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/fields/FieldsAccessorFieldThenProp.java
* /boon-0-33-sources-2-jar/org/boon/core/value/ValueMapImpl.java
* /boon-0-33-sources-2-jar/org/boon/validation/annotations/Equals.java
* /boon-0-33-sources-2-jar/org/boon/validation/annotations/Zip.java
* /boon-0-33-sources-2-jar/org/boon/logging/JDKLoggerFactory.java
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/boon-0-33-sources-2-jar/org/boon/json/annotations/JsonViews.java
* /boon-0-33-sources-2-jar/org/boon/json/annotations/JsonProperty.java
* /boon-0-33-sources-2-jar/org/boon/json/serializers/FieldSerializer.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/MapperComplex.java
* /boon-0-33-sources-2-jar/org/boon/di/Inject.java
* /boon-0-33-sources-2-jar/org/boon/logging/Logging.java
* /boon-0-33-sources-2-jar/org/boon/json/JsonParserAndMapper.java
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* /boon-0-33-sources-2-jar/org/boon/json/serializers/ObjectSerializer.java
* /boon-0-33-sources-2-jar/org/boon/datarepo/SearchableCollection.java
* /boon-0-33-sources-2-jar/org/boon/core/reflection/Invoker.java
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* /boon-0-33-sources-2-jar/org/boon/datarepo/impl/decorators/FilterDecoratorBase.java
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1.1791 system-data-oledb 4.0

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1. Seti UI - A subtle dark colored UI theme for Atom. (https://github.com/jesseweed/seti-ui)

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1.1798 system.speech 4

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1.1803 istack-commons 3.0.7

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* /istack-commons-runtime-3-0-7-4-jar/META-INF/maven/com.sun.istack/istack-commons-runtime/pom.xml
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Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin
Built-By: build
Build-Jdk: 9.0.4
Implementation-Build-Id: 3.0.7-c8b5e20894f565780625d6f9b018ef7c458cd68
8, 2018-08-29T05:23:37-0700
Bnd-LastModified: 1535545434210
Bundle-Description: istack common utility code
Bundle-DocURL: http://www.oracle.com/
Bundle-License: https://glassfish.java.net/public/CDDL+GPL_1_1.html, h
ttps://glassfish.java.net/public/CDDL+GPL_1_1.html
Bundle-ManifestVersion: 2
Bundle-Name: istack common utility code runtime
Bundle-SymbolicName: com.sun.istack.commons-runtime
Bundle-Vendor: Oracle Corporation
Bundle-Version: 3.0.7
Export-Package: com.sun.istack;version="3.0.7";uses:="javax.activation
,javax.xml.stream,org.xml.sax,org.xml.sax.helpers",com.sun.istack.loc
alization;version="3.0.7",com.sun.istack.logging;version="3.0.7"
Implementation-Title: istack common utility code runtime
Implementation-Vendor: Oracle Corporation
Implementation-Vendor-Id:
com.sun.istack
Implementation-Version: 3.0.7
Import-Package: javax.activation,javax.xml.namespace,javax.xml.stream,
org.xml.sax,org.xml.sax.helpers
Originally-Created-By: Apache Maven Bundle Plugin
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-3.2.0.201605172007

Found in path(s):
* /istack-commons-runtime-3-0-7-4-jar/META-INF/MANIFEST.MF

1.1804 jaxb-core 2.3.1

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1.1805 javax-persistence-api 2.2

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/javax-persistence-api-2-2-sources-5-jar/javax/persistence/ManyToOne.java
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d6789cb/tests/transports/transport_smtp_auth_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/wrappers/smtp_wrapper.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/structs/content_disposition_header.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/tools.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/transports/mta/transport_mta.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/parts/multiparts/multipart_mixed.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/transports/mta/mta_transport.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-

d6789cb/src/parser/parts/multipart_parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/delivery_status.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/transport_mta_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/parts/rfc822_parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/options/imap_options.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/invalid_limit.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/options/imap_set_options.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/mail.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/file.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/mail_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/composer.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/transport_smtp_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/rfc822_digest_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/mail_exception.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/transport_file_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/internal/charset_convert.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/interfaces/part_test.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/file/file_set.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/parser/parts/multipart_mixed_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/interfaces/part.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/fileparts/virtual_file.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/transport_variable_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/transports/pop3/pop3_transport.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/shutdown_handler.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/parser/headers_holder_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/options/smtp_options.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/tools_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/parts/multiparts/multipart_alternative.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/src/parser/interfaces/parser_set.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/transport_pop3_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parser/parser_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/header_folder_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/multipart.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-
d6789cb/tests/transports/wrappers/pop3_wrapper.php

* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/no_such_message.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/mbox/mbox_transport.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/stream_file_part_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/parts/rfc822_digest_parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/transports/wrappers/imap_wrapper.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/structs/walk_context.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/multipart_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/mbox/mbox_set.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/text.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/interfaces/part_parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/composer_test.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/smtp/smtp_transport.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/multiparts/multipart_report.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/internal/header_folder.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/transports/transport_imap_uid_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/multipart_digest_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/virtual_file_part_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/options/transport_options_test.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/transport_smtp_exception.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/tutorial_examples.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/parts/multipart_mixed_parser.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/variable/var_set.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/interfaces/transport.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/offset_out_of_range.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/transports/smtp/transport_smtp.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parts/fileparts/disk_file.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/exceptions/transport_exception.php

* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parts/text_part_test.php
*
/zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/options/pop3_options.php
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/src/parser/parts/multipart_alternative_parser.php
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$mail->body = new ezcMailText("Confidential" . ezcMailTools::lineBreak() . "DO NOT READ");

Found in path(s):
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/docs/tutorial/tutorial_tools.php
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<acv></acv><b><font size="5">Confidentiality Assured

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* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parser/data/various/multipart-report
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From myfriend@php.net Thu Nov 13 11:38:45 2003
Return-Path: <myfriend@php.net>
Received: from localhost (receiver@localhost.localdomain [127.0.0.1])
 by kossu.home.receiverrethans.nl (8.12.9/8.12.9/Debian-5) with ESMTP id hADAYKok030169
 for <receiver@localhost>; Thu, 13 Nov 2003 11:38:45 +0100
Received: from mail.jdimedia.nl [212.204.192.51]
 by localhost with POP3 (fetchmail-6.2.4)
 for receiver@localhost (single-drop); Thu, 13 Nov 2003 11:38:45 +0100 (CET)
Received: from php.net (pb2.pair.com [216.92.131.5])
 by jdi.jdimedia.nl (8.12.10/8.12.10) with SMTP id hA6HuAcR003687
 for <php@receiverrethans.nl>; Thu, 6 Nov 2003 18:56:11 +0100
Received: (qmail 24340 invoked by alias); 6 Nov 2003 17:56:10 -0000
Delivered-To: receiver@pair2.php.net
Received: (qmail 24317 invoked by alias); 6 Nov 2003 17:56:09 -0000
Delivered-To: alias-scan-receiver@php.net
Delivered-To: receiver@php.net
Received: (qmail 24012 invoked from network);
 6 Nov 2003 17:56:05 -0000
Received: from unknown (HELO kirin.trondheim.example.no) (80.202.216.25)
 by pb2.pair.com with SMTP; 6 Nov 2003 17:56:05 -0000
Received: from localhost (kirin.trondheim.example.no [127.0.0.1])
 by kirin.trondheim.example.no (8.12.8/8.12.5) with ESMTP id hA6Hu4sK001537
 for <receiver@php.net>; Thu, 6 Nov 2003 18:56:05 +0100
Subject: sawfish stuff
From: "Stig S. Bakken" <myfriend@php.net>
To: Derick Rethans <receiver@php.net>
Content-Type: multipart/mixed; boundary="=-2i2F/vg6h1WtQWmgdHTG"
Message-Id: <1068141364.1480.4.camel@kirin.trondheim.example.no>

Mime-Version: 1.0
X-Mailer: Ximian Evolution 1.4.5
Date: Thu, 06 Nov 2003 18:56:04 +0100
X-Bogosity: No, tests=bogofilter, spamicity=0.414486, version=0.9.1.2
Status: RO
X-Status:
X-Keywords:
X-UID: 12631

--=-2i2F/vg6h1WtQWmgdHTG
Content-Type: text/plain
Content-Transfer-Encoding: 7bit

Hi Derick,

Enjoy :-)

--
"Nearly all men can stand adversity, but if you want to test a man's
character,
 give him power." - Abraham Lincoln

--=-2i2F/vg6h1WtQWmgdHTG
Content-Disposition: attachment; filename=.sawfishrc
Content-Type: text/plain; name=.sawfishrc; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit

;; -*- lisp -*-

(setq
move-snap-edges t
image-load-path (append '("~/.gnome/pixmaps") image-load-path)
load-path (append '("~/.sawfish") load-path)
)

(require 'gimme)
;;(require 'sawfish-defaults)

--=-2i2F/vg6h1WtQWmgdHTG
Content-Disposition: attachment; filename=gimme.jl
Content-Type: application/octet-stream; name=gimme.jl
Content-Transfer-Encoding: 8bit

;; gimme.jl -- fast window access keyboard accelerators -*- lisp -*-
;; $Id: gimme.jl,v 1.1 2002/04/15 08:38:57 ssb Exp $
;;
;; Copyright (C) 2000, 2001, 2002 Stig Sfther Bakken <myfriend@php.net>

```
;;
;; This file is not part of sawfish.
;;
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;; under the terms of the GNU General Public License as published by
;; the Free Software Foundation; either
 version 2, or (at your option)
;; any later version.
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;; the Free Software Foundation, 675 Mass Ave, Cambridge, MA 02139, USA.
;;

;; How to use:
;;
;; 1. Save this file as ~/.sawfish/gimme.jl
;;
;; 2. Add the following to ~/.sawfishrc:
;;    (require 'gimme)
;;
;; 3. Customize your bindings to use some of the gimme functions, for
;;    example:
;;
;;      M-S-e gimme-exact-class "Emacs" "emacs"
;;
;;    When you hit meta+shift+e, sawfish will focus to the first found
;;    Emacs window, switching workspaces if necessary, or run "emacs"
;;    in the background if not found.
;;
;; Configure sawfish with the programs you
 use every day, disconnect
;; your mouse and see how long you can do without it.
;;
(provide 'gimme)


;; customization options

(defgroup gimme "Gimme" :group focus)

(defcustom gimme-ignore-iconified-windows t
 "Ignore windows that are iconified."
```

```
 :group (focus gimme)
 :type boolean)


;; code

(define (ssb-find-windows-by what query info-func match-func)
 "Returns a list of windows whose class or name matches QUERY."
 (filter (lambda (win)
     (and
      (or (not (window-get win 'iconified))
  (not gimme-ignore-iconified-windows))
      (match-func query (info-func win))))
  (managed-windows)))

(define (ssb-select-window-by what name)
 "Finds a single window based on name or class.  If several matching
windows exist, a single one is selected: if the currently focused
window matches, the next window is selected (wrapping if necessary),
if not the first matching window is selected. WHAT can be one of
`class', `exact-class', `name' or `exact-name'."
 (let* ((info-func

  (if (or (eq what 'class) (eq what 'exact-class))
      (lambda (w) (aref (get-x-text-property w 'WM_CLASS) 1))
    window-name))
 (match-func
  (if (or (eq what 'exact-class) (eq what 'exact-name))
      string=
    string-match))
 (current (info-func (input-focus)))
 (windows (ssb-find-windows-by 'what name info-func match-func))
 (loopwins windows))
  (catch 'selected
    (when (null windows)
 (throw 'selected nil))
    (when (string-match name current)
 (while loopwins
  (when (and (eq (car loopwins) (input-focus))
      (cdr loopwins))
    (throw 'selected (car (cdr loopwins))))
  (set 'loopwins (cdr loopwins))))
    (throw 'selected (car windows)))))

(define (ssb-goto-window win)
 (when (not (window-get win 'sticky))
  (select-workspace (nearest-workspace-with-window win current-workspace)))
 (when (window-get win 'iconified)
```

```
   (show-window win))
;;  (when cycle-raise-windows
;;    (raise-window win))
 (raise-window win)
 (warp-cursor-to-window win)
;;
  (when cycle-warp-pointer
;;    (warp-cursor-to-window win))
 (when (window-get win 'shaded)
   (unshade-window win))
;;  (when (and cycle-focus-windows (window-really-wants-input-p win))
;;    (set-input-focus win))
 (set-input-focus win)
 )

(define (gimme what name #!optional command)
 (let*
     ((win (if (eq what 'window)
  name (ssb-select-window-by what name))))
   (if win
 (ssb-goto-window win)
     (if command
   (system (concat command " &"))))))

(define (gimme-name name #!optional command)
 "Focus on a window with NAME as part of its name/title, or start PROGRAM.
If focus is already on a matching window, cycle to the next"
 (gimme 'name name command))

(define-command 'gimme-name gimme-name
 #:spec "sWindow name:\nsCommand:"
 #:type `(and (labelled ,(_ "Window name:") string)
       (labelled ,(_ "Command:") string)))

(define (gimme-class class #!optional command)
 "Focus on a window with CLASS as part of its class, or start PROGRAM.
If focus is already on
 a matching window, cycle to the next"
 (gimme 'class class command))

(define-command 'gimme-class gimme-class
 #:spec "sWindow class:\nsCommand:"
 #:type `(and (labelled ,(_ "Window class:") string)
       (labelled ,(_ "Command:") string)))

(define (gimme-exact-name name #!optional command)
 "Focus on a window with NAME as its exact name/title, or start PROGRAM.
If focus is already on a matching window, cycle to the next"
```

(gimme 'exact-name name command))

(define-command 'gimme-exact-name gimme-exact-name
#:spec "sWindow name:\nsCommand:"
#:type `(and (labelled ,(_ "Window name:") string)
(labelled ,(_ "Command:") string)))

(define (gimme-exact-class class #!optional command)
"Focus on a window with CLASS as its exact class, or start PROGRAM.
If focus is already on a matching window, cycle to the next"
(gimme 'class class command))

(define-command 'gimme-exact-class gimme-exact-class
#:spec "sWindow class:\nsCommand:"
#:type `(and (labelled ,(_ "Window
class:") string)
(labelled ,(_ "Command:") string)))

--=-2i2F/vg6h1WtQWmgdHTG--

Found in path(s):
* /zetacomponents-mail-1-4-0-g0e2405d-1-tar-gz/zetacomponents-Mail-d6789cb/tests/parser/data/various/test-text-lineendings

1.1807 jstl 1.2

1.1807.1 Available under license :

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* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/IteratedExpression.java
*
 /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/IndexedValueExpression.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/IteratedValueExpression.java
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 */
/**
  * 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.
  */

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// Generated By:JavaCC: Do not edit this line.
 TokenMgrError.java Version 2.1 */

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SimpleCharStream.java Version 2.1 */

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ASCII_UCodeESC_CharStream.java Version 0.7pre6 */

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* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/ASCII_UCodeESC_CharStream.java
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 ELParser.java */

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* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/parser/ELParser.java
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 TokenMgrError.java Version 0.7pre2 */

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* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/TokenMgrError.java
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 SPathParserConstants.java */
```

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* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/SPathParserConstants.java
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```

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//
* JSTLXPathFactory.java
*
* Created on
March 4, 2005, 3:27 PM
*/

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* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/JSTLXPathFactory.java
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Found in path(s):
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tlv/JstlCoreTLV.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/sql/ResultImpl.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/JSTLXPathVariableResolver.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ForTokensSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PublicBean2a.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ParamParent.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/ParamTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/fmt/LocaleSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/OtherwiseTag.java

* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ImportSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/FunctionInvocation.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ValueSuffix.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/ImportTEI.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/NotEqualsOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/TransformSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/UpdateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/SetDataSourceTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/StringLiteral.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/resources/Resources.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/TimeZoneTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/QueryTagSupport.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/sql/Result.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/SPathTag.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/AndOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ComplexValue.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/SetLocaleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tlv/JstlXmlTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/WhenTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/SetTimeZoneTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/ForEachTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/Bean1.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/AbsolutePath.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/JSTLVariableResolver.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/DateParamTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/Config.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/fmt/LocalizationContext.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ModulusOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/xml/ParseTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tlv/JstlBaseTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/GreaterThanOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/xml/ExprTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/RequestEncodingTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/QueryTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tlv/JstlFmtTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/LessThanOrEqualsOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/DateParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/UnaryOperatorExpression.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/NullLiteral.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/RemoveTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/XmlParseTEI.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/tlv/PermittedTaglibsTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/RelationalOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/ForEachTag.java

* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/ParseDateSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/WhenTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/xml/ParseTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/ResultImpl.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ParamSupport.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/ConditionalTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/NamedValue.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/QueryTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/StaticFunctionTests.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/ParseSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/XmlTransformTEI.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/xml/TransformTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/PropertySuffix.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/IntegerDivideOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/BundleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tlv/JstlSqlTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/ParamSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Coercions.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/PlusOperator.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/RelativePath.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BinaryOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/FloatingPointLiteral.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/FormatNumberTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/SetTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/EqualsOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/OrOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/PageContextImpl.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/TimeZoneTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/sql/SQLExecutionTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/SetBundleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/PrimitiveObjects.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/UnaryOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/Util.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/FormatDateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/TransactionTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/RedirectTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/EvaluationTest.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PrivateBean1a.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/support/ExpressionEvaluatorManager.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/sql/ResultSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/AttributePredicate.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/SetTimeZoneSupport.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/DivideOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BooleanLiteral.java

* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ExpressionString.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/SetBundleSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/OutSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/WhenTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/SetDataSourceTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/ParserTest.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PrivateBean2c.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/DataSourceWrapper.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/ImportTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/JSTLXPathNamespaceContext.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/xml/TransformTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/SetTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/DataSourceUtil.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/DriverTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/MinusOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/ParamTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/ParseNumberTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/LoopTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/RedirectSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/Predicate.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BeanInfoIndexedProperty.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/MessageSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/ParamSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/NullAttributeException.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/ParseNumberSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/Bean2Editor.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/ParseNumberTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ArithmeticOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/CatchTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/tlv/ScriptFreeTLV.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BinaryOperatorExpression.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/TimeZoneSupport.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/XPathUtil.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/SetTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/SetDataSourceTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/WhenTag.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/LoopTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/xml/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Constants.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ForEachSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/UnaryMinusOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/SetSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/SetBundleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/RedirectTag.java

*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/MessageTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/IfTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Logger.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/UrlTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/UrlTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/xml/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/support/ExpressionEvaluator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/TransactionTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/IfTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/ChooseTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/ExpressionUtil.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/ExprSupport.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/Step.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/SetLocaleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PrivateBean2b.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/TransactionTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/RequestEncodingSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/sql/UpdateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/MultiplyOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/ForEachTEI.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/ForEachTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Literal.java
* /jstl-1-2-sources-4-jar/javax/servlet/jsp/jstl/core/LoopTagStatus.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PublicInterface2.java
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/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/UrlSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/FormatDateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/SetTimeZoneTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ELException.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/UnresolvableException.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/GreaterThanOrEqualsOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/functions/Functions.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/OutTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PublicBean1b.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/UpdateTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/Factory.java
*
/jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Evaluator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BeanInfoProperty.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/SetLocaleSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PublicBean1.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/ImportTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ImplicitObjects.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/sql/DateParamTagSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/OutTag.java

* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/LessThanOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ArraySuffix.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/FormatNumberTag.java
*
 /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/SPathFilter.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/RequestEncodingTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/core/ForTokensTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/sql/ParamTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/ELEvaluator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/extra/spath/Path.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/FormatDateSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/MessageTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/ParseDateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/xml/ExprTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/beans/PrivateBean2d.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/EnumeratedMap.java
*
 /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/DeclareTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/VariableResolver.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/NotOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/JSTLXPathImpl.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/fmt/ParseDateTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/IntegerLiteral.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/Expression.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/EqualityOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/ForTokensTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/FormatNumberSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/rt/fmt/BundleTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/el/core/ParamTag.java
*
 /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/test/Bean2.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tei/DeclareTEI.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/core/Util.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/fmt/BundleSupport.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/tag/common/xml/IfTag.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/EmptyOperator.java
* /jstl-1-2-sources-4-jar/org/apache/taglibs/standard/lang/jstl/BeanInfoManager.java
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 ASCII_CharStream.java Version 0.7pre6 */

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//
* JSTLXPathConstants.java
*
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 Token.java Version 2.1 */

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Token.java Version 0.7pre3 */

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1.1808 cglib 2.1_3

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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/FixedValueGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/DispatcherGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/CodeEmitter.java
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 /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/FastMethod.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/BeanMap.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/NoOpGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/MixinEmitter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/AbstractClassLoader.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/DebuggingClassWriter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassTransformerChain.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/MethodWrapper.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/MethodProxy.java
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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/MethodInterceptorGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/MethodDelegate.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/MulticastDelegate.java
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 /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/AbstractClassGenerator.java
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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/CallbackFilter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/ImmutableBean.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassFilterTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/AddStaticInitTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/BeanCopier.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/CallbackGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/LazyLoaderGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ReflectUtils.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/InvocationHandlerGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/TypeUtils.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/DefaultNamingPolicy.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/VisibilityPredicate.java
*
 /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/FastClass.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/KeyFactory.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/Mixin.java

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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/MixinEverythingEmitter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/CallbackHelper.java
*
 /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/InterfaceMaker.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/AddInitTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/MethodInfo.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/AbstractClassFilterTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/RejectModifierPredicate.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ClassInfo.java
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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/AbstractTransformTask.java
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* /cglib-2-1-3-sources-5-jar/net/sf/cglib/util/ParallelSorter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Signature.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ClassGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Transformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/Dispatcher.java
*
 /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/Callback.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/NamingPolicy.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/LazyLoader.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/NoOp.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/AbstractClassTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/MethodFilterTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/InterceptFieldEnabled.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/ProxyRefDispatcher.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/InterceptFieldTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/BulkBeanException.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ProcessSwitchCallback.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/InvocationHandler.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/TransformingClassGenerator.java
*
 /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/NullClassVisitor.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/TransformingClassLoader.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/UndeclaredThrowableTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/FixedValue.java

* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/AddPropertyTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/AccessFieldTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/TinyBitSet.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/FieldProvider.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/CodeGenerationException.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/UndeclaredThrowableStrategy.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/DuplicatesPredicate.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/hook/AbstractPreProcessor.java
*
/cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ClassNameReader.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/ConstructorDelegate.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/GeneratorStrategy.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/MethodFilter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/FieldProviderTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassEmitterTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/proxy/MixinBeanEmitter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/DefaultGeneratorStrategy.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/BulkBean.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ClassEmitter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Converter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/AbstractProcessTask.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassTransformerTee.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/CodeVisitorTee.java
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/cglib-2-1-3-sources-5-jar/net/sf/cglib/util/StringSwitcher.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Constants.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassTransformerFactory.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/InterceptFieldCallback.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassVisitorTee.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Block.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ProcessArrayCallback.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassFilter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/RemappingCodeVisitor.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/FastConstructor.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/AddDelegateTransformer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Customizer.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/util/ParallelSorterEmitter.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ClassesKey.java
*
/cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/BeanGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/ClassReaderGenerator.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/beans/FixedKeySet.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Local.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/reflect/FastMember.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/Predicate.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/core/ObjectSwitchCallback.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/hook/AsmClassLoaderPreProcessor.java
* /cglib-2-1-3-sources-5-jar/net/sf/cglib/util/SorterTemplate.java

* /cglib-2-1-3-sources-5-jar/net/sf/cglib/transform/impl/InterceptFieldFilter.java
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@c ispell-local-pdict: "ispell-dict"
@c End:

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